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THE GAME BOY COLOR MAG

WORLD EXCLUSIVE!

POKÉMON TRADING CARD GAME

reviewed and rated!

SOLUTION

POKEMON YELLOW

now you can catch 'em all!

THUNDERBIRDS ARE GO!

EXCLUSIVE!
international rescue raid the game boy color

ZELDA!



three new zelda games revealed!

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MICRO MACHINES V3

is this the best racer ever?



issue 5 • still only **£1.99** reviewed this issue

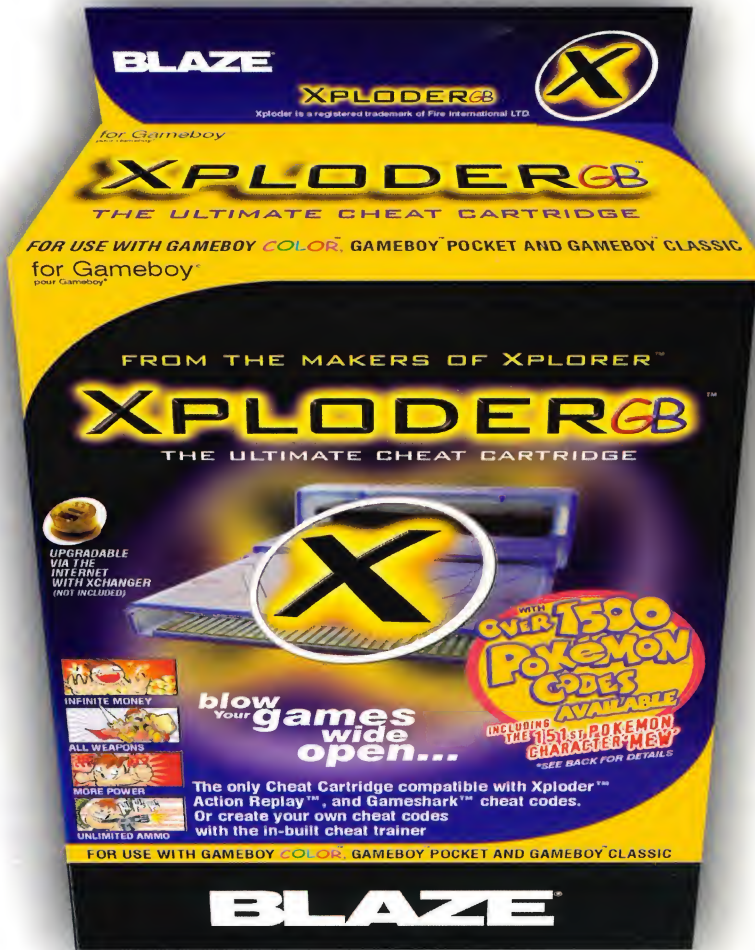




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 *Official Chart Track Figures (July 2000) The UK's best selling cheat device for any system

check it out

Whatz goin' on in the new-look

GAME BOY
power

regularz

highlightz



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Is it as much fun as catching them all? Find out over on Page Four...

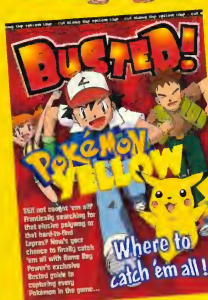
ZELDA RETURNS

We give you a sizzling feature on the next three Zelda games. And they're lookin' good...



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International Rescue comes to the Game Boy...



POKÉMON YELLOW

Not yet caught 'em all? We give you the low-down on where to find all 151 Pokémon...



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Can it live up to the Pokémon legend?
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editorial BIGGER, BOLDER, BETTER...

Welcome to the new-look Game Boy Power, formerly known as GAME. Because of the hot happenings and fantastic forthcoming games in the wonderful world of the Game Boy Color, we've beefed the mag to the max with more pages, bolder reviews, chunkier cheats and an ace directory to tell you exactly what's worth buying and what's a great big steaming pile of smeg.

So what do you think of the new-look mag? What do you like about it, and what would you rather we changed? This is YOUR mag, and we always listen to our readers, so your input is valuable. Write to our Contacts section and let us know – remember, letters printed win a prize!

Ian Osborne, Editor



editorial

POKÉMON TRADING CARD GAME



DAMAGE: £24.99
 ON SALE: OUT NOW
 WHO: NINTENDO
 TYPE: STRATEGY GAME



Did Nintendo play its cards right with this offering, or is it a cash-in deal from the bottom of the pack? It's time to show its cards...



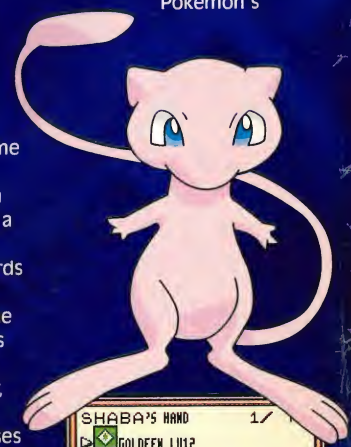
What a phenomenon. It's difficult to imagine a crazier craze than the Pokémon Trading Cards. People the world over, young and old, are collecting and swapping like mad, determined to find that elusive card and complete their collections. An American Senator tried to ban it, claiming that as the cards weren't printed in equal numbers, it was an illegal lottery (he lost). Headteachers have banned it from school playgrounds to prevent over-enthusiastic collectors fighting over sought-after cards. Meetings have been organised where collectors

can trade and buy cards, and entire shops dedicated to the miniature monsters have opened up. Where will it all end? As the two main homes for Pokémon have been the Game Boy and the trading cards, it was pretty inevitable that eventually the two would come together in a Game Boy trading card game. And here it is. But is it a cause for celebration, or just another Pokémon product to buy? A natural extension of the card outing, or a cheap cash-in that adds nothing to the Pokémon legend?

there, then. The combat owes its roots to the cards rather than the games. You choose a Pokémon to fight with, placing other Pokémon cards on the bench as substitutes. To strike, you must assign energy to your fighters, with other cards offering the chance to restore hit points or even evolve your basic Pokémon into a stronger, evolved form. The combat is quite tactical and strategic – you really do have to understand your Pokémon's

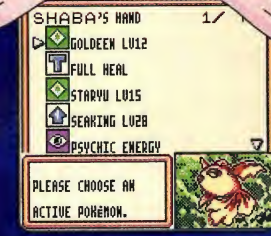
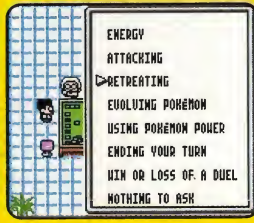
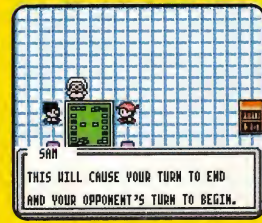
gotta deal 'em ALL...

The framework of the game is based on the Red/Blue/Yellow Pokémon titles. You aim to become a Pokémon-Card Master by winning the legendary cards from eight Card-Club Masters. After entering the clubs, you take on a series of opponents before you get a crack at their leader, earning a badge if you finally succeed. No surprises



Play it Again, Sam...

At the start there's a comprehensive tutorial for those not familiar with Pokémon trading cards. Here you're told how to fight, store energy, evolve Pokémon and retreat if things get rough.



TRADING CARD GAME

On the Cards...

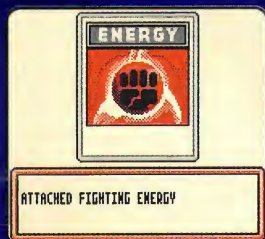
Pokémon Trading Card Game features cards based on the Base Set booster packs and the Jungle and Fossil expansions. There are also over 20 new cards exclusive to the Game Boy Color game. You can also print out cards using the Game Boy Printer.



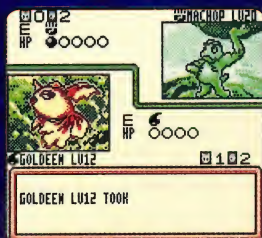
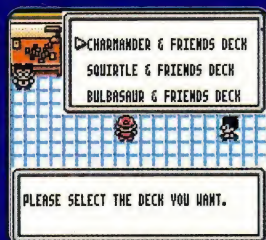
abilities and which energy cards it requires to use its attacks. Read your cards' texts carefully and pay full attention - we're not talking rocket science here, but it's a lot more complex than a quick game of Snap.

dealing on a full deck

Let's get something straight right now - Pokémon Trading Card Game is fun. Lots of fun. Now let's get something else straight. It's not as good as the Red/Blue/Yellow offerings. Why? Well, collecting the game's 226 Pokémon cards and putting them in the album is somehow less thrilling than capturing, rearing and fighting 151



monsters, building your Pokédex as you go. Perhaps it's because knowing the battling creatures only represent playing cards somehow breaks the spell. Also, while it's one smeg of a challenge to gather all 226 cards, sometimes the action feels a little repetitive after a while. The card graphics are pretty basic too - can you imagine Pokémon cards catching on if they really looked like this?



Criticisms aside, Pokémon Trading Card Game is a long way from poor - in fact it's really pretty good. Think of it as a one-player version of the card game with a storyline and you're not far wrong. And if that's what you want from the game, you won't go far wrong either.

ian osborne



Wotz Where...

The Pokémon cards are, as expected, stats-packed. Here's a guide to what they show...

- 1 This symbol shows this is a basic Pokémon.
- 2 The name of the monster in question.
- 3 Current level and hit point rating.
- 4 The Pokémon's energy type (in this case, Water).
- 5 The Pokémon's attack and the energy card it needs to perform it.
- 6 Damage inflicted by the Slap attack.
- 7 Energy card needed to retreat ('*' means any card).
- 8 Energy attacks the Pokémon is weak against (here Lightning).
- 9 Energy attacks the Pokémon is especially strong against (here none).
- 10 The card's number.



Game Glossary

Getting confused? During battles you can access the Glossary, where you can check out the lingo used in Pokémon Card Game. All the terminology and expressions are explained.

POKÉMON CARD GLOSSARY 1/2	
DECK	ACTIVE POKÉMON
DISCARD PILE	BENCH POKÉMON
HAND	PRIZES
ARENA	DAMAGE COUNTER
BENCH	TO NEXT PAGE
CHOOSE A WORD AND PRESS THE A BUTTON.	

POKÉMON CARD GLOSSARY ABOUT PRIZES	
PRIZES ARE THE CARDS PLACED TO COUNT THE NUMBER OF THE OPPONENT'S POKÉMON YOU KNOCKED OUT. EVERY TIME ONE OF YOUR OPPONENT'S POKÉMON IS KNOCKED OUT, YOU TAKE 1 OF YOUR PRIZES INTO YOUR HAND. WHEN YOU TAKE ALL OF YOUR PRIZES, YOU WIN THE GAME.	



power **SCOREZ**

uppers
Collecting
Fighting
Exploring

downers
Poor card graphics
Can get repetitive

SUMMARY
Not a bad game at all, but don't expect another Pokémon masterpiece.

82%

BLITZ!

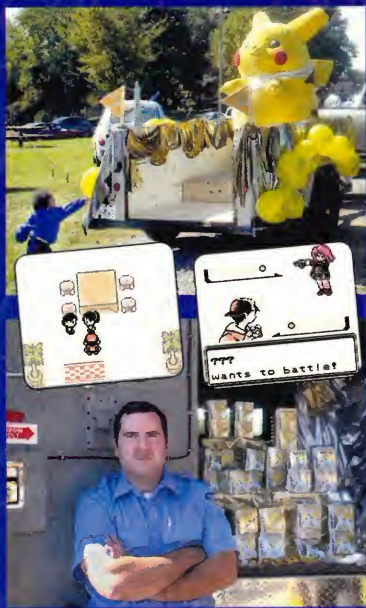


Christmas is coming, and can't you just tell? There's a veritable avalanche of GBC games on the way, and the Advance to look forward to next year. Let's check out what's in store...

MORE GOLD AND SILVER AT FORT KNOX

Nintendo launched Pokémons Gold and Silver at the Fort Knox military base in Kentucky, USA, on 15th October. As the base is home of the US gold reserves (or to put it another way, the American Government store all their dosh in it), security was tight. Pikachu arrived under a military escort and unveiled the carts, which the kids from the local area then got to play. This was followed by a part, featuring face painting, an adventure trail and more.

While we're pleased the American kids had a great time, we can't help asking why we Brits have to wait until next March for our copies of Gold and Silver. The translation into English has already been done, and the UK carts will be identical in every way to the American ones, so why the delay, Nintendo?



WOODY'S WHEELY WILD WACING!

WOODY EXTREME RACING...

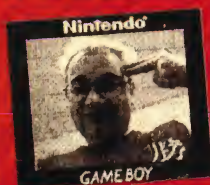
Due from Konami early next year is *Woody Extreme Racing*. A top-down racer with its tongue firmly in its cheek, the game's kinda like a cross between *TOCA* and *Mario Kart*. Which to our ears is great news. All Woody's friends are there, including Chilly Willy and Wally Walrus, and you've 12 wacky courses to race on. Expect power-

ups a-plenty too. *TOCA* showed us how good a racer can be without using the into-the-screen perspective (let's face it, these behind-the-car efforts can be very samey), and this issue's stunning *Micro Machines V3* proves it can be done without being too serious. Woody's cartoony kart-style capers could well prove a top game.



THE GUILTY PARTIES...

Ever wondered what the team do for relaxation when we're not pounding away on our Game Boys? Here's what we've been up to this month...



ian osborne

Ian's been so busy with the new-look magazine he's hardly been out at all this month. "I've been working flat out", he complained. "I don't know how I managed it." Or maybe that's just his excuse for not having a life...



saul trewern

Saul's the team's party animal. Whether it's a booze-up round his mates or a jelly-and-ice-cream bash at the church hall, if he ain't there, the party ain't worth going to. Or so he says. "I live on the edge", he gushed. Someone push him over it...



russell barnes

The call of love is strong for little Russell. He's just been up to Yorkshire with his new girlfriend. Ahhhh! "I love her", he swooned. Soon he'll hear the pitter-patter of tiny little feet. And that's just his own...



greg howson

Gung-ho new guy Greg takes no nonsense from anyone. "Where I've been is none of your damned business", he screamed. "And don't speculate either." Sounds like another geezer who hasn't got a life...



karen wyatt

Karen joins us as a guest reviewer this ish. "These pictures of me could launch my career as a model", she gushed wishfully. She's wisely kept her day job, though. And no, she doesn't wear a wig.

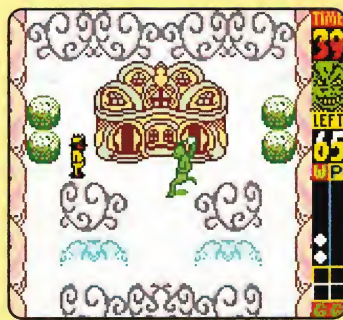
CARREY ON GRINCHING!

THE GRINCH...

power preview



Coming our way early next year, courtesy of Konami, is *The Grinch*. The game's based on the live-action movie starring Jim 'Rubber Face' Carrey which opened last month in the States, and the film is in turn based on the Dr Seuss story *How the Grinch Stole Christmas*. The game's developed by Universal Interactive Studios, so expect it to be very slick. You play The Grinch himself, and must explore Whoville in a puzzle-solving action adventure, assisted by your trusty canine Max.



PYRAMID POWER!

THE MUMMY...

power preview



Judging by the screenshots, Konami's *The Mummy* will win no prizes for originality, offering single-minded platform blasting action all the way. Again developed by Universal Interactive Studios and based on a forthcoming box-office blockbuster, *The Mummy* features 15 frightening levels set in the lost city of Hamunaptra. There's some puzzles to solve, but the heart of the action's mindless monster-mashing, and probably none-the-worse for it. Also going on the screenshots, the game seems to have a seriously impressive intro sequence. Also, the visuals during the game look top. Even if *The Mummy* proves pretty unoriginal, it could still prove a hit when released early next year.



RUGRATS IN PARIS...

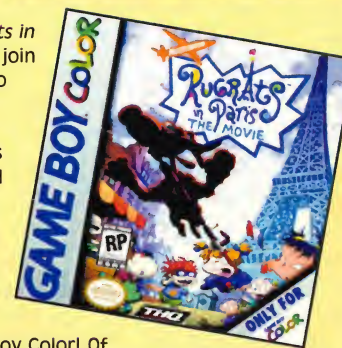
TINY TERRORS IN GAIS PARIS

power preview



Based on the upcoming film *Rugrats in Paris: The Movie*, GBC owners can join the Rugrats gang as they travel to Euro Reptarland. Players guide their favourite Rugrats character through 15 huge levels of Euro Reptarland and Paris in search of parts to fix Stu's mechanical Reptar.

Players can ride roller-coasters, play carnival style games, get chased by ninjas, and even take on Robosnail! With artwork and game levels based on *Rugrats in Paris: The Movie*, kids can relive the movie over and over on Game Boy Color! Of course, just like Angelica always says, "I already learned how to parsley-voo francy!". Look out for this one next year.



SEW WHAT?

Way back in Issue One, we told you about the Game Boy-compatible sewing machine released in Japan in the summer. Well, this month it reaches the States.

The Izek, a joint venture by Singer and Nintendo, connects to the Game Boy and downloads sewing stitch patterns, buttonholes, numbers and icons from a special cart. The machine is available from specialist sewing shops in the US. We've no idea whether it will be released over here, and frankly we don't really care, but if it is, we'll let you know anyway.



THQ PLAY CHICKEN

CHICKEN RUN



It's grim up north – especially when you're a chicken. You talk in a ridiculous Coronation Street accent, the nearest football team is Leeds United and you're banged up in a chicken farm where the evil Mrs Tweedy and hubbie who want to turn you into pies. *Chicken Run* is based on the film of the same name by Wallace and Gromit creators Aardman animations. The game features all of your favourite feathered friends from the movie, including Ginger, Rocky, Babs, Mac and Fowler. You must help them escape from Coop 17 (ouch!) by battling through 20 huge levels of platforming and puzzle-solving. Maybe the game could finally answer the eternal question of, 'which came first – the chicken or the egg?'. Or maybe not. We'll find out late this year...



CLAWS ENCOUNTERS OF THE FURRED KIND?

HELLO KITTY'S CUBE FRENZY

Hello Kitty is one of the most popular cutie cartoon characters of all time, and she's soon to star in a game of her own. Her enchanting new Game Boy Color game is a *Tetris*-style puzzler with a twist as falling cubes become building blocks that help Hello Kitty collect prizes and climb to new levels. There's 11 levels in all, plus bonus rounds and all-new stories about Hello Kitty woven into the gameplay. Presumably she

doesn't scratch your furniture to pieces and wee on the carpet, though. Look out for *Hello Kitty's Cube Frenzy* early next year. Judging by the screenshots, it could be just the sort of puzzler the Game Boy is made for...



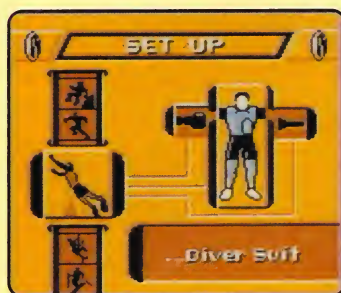
ACTION MAN...

PLASTIC PECTORALS TO THE FORE!

THQ has snatched the rights to publish *Action Man* the on the Game Boy Color. He's a realistic hero who uses his extraordinary athletic ability in extreme sports, superior intelligence and a sixth



sense called the 'AMP factor' to combat evil around the globe. At the time of writing, not too much is known about how it plays, but it will be developed by Natsume and released in Spring 2001.





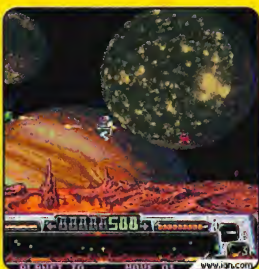
Advance to go!

It's not due out until next summer, but there's already a brace of cool games in development for the Game Boy Advance, Nintendo's superb next-gen hand-held. Let's take a look at some of the hot offerings in the pipeline...

DROPZONE

Dropzone, Archer Maclean's cool Defender clone, is an all-time classic. Facing scores of aliens attacking a barren planet, you must topple the terrors before they kidnap humans and turn them into, erm; actually, we've no idea what they do with them, but an alien who successfully steals a human becomes a high-powered super-alien, so perhaps they turn them into rocket fuel. It's fearsomely 2D, but anyone who's played R-Type DX knows this is no bad thing. The action is fast, and the graphics very reminiscent of the SNES Dropzone. Look out for the huge end-of-level baddies added to the new game too.

Dropzone sacrifices subtlety for speed, depth for dynamics and complexity for carnage. It's a brain-off, button-down blast from the old school – only hardened blasters need apply.

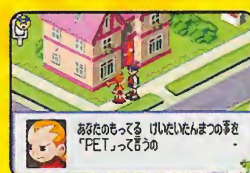
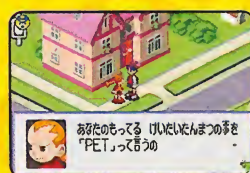


MEGA MAN EXE

Mega Man has become a videogaming icon, but not always a welcome one. In the days of 2D platformers he ruled, with imaginative level design and an unbelievable array of abilities, but unlike Mario he failed to successfully make the transition to the third dimension, and his latter-day 2D efforts were devoid of the imagination and flair that marked his early outings. For better or for worse, though, Mega Man is coming to the Game Boy Advance.

Perhaps recognising the weaknesses of the Man's last few games, the GBA offering, Mega Man EXE, adopts a whole new game style. It's a turn-based RPG/card battle hybrid, and you don't play Mega Man – at least not directly. Instead you play a kid who controls Mega Man as if he was a virtual pet.

It's very brave of Capcom to make such revolutionary changes in game style, but it could be just what Mega Man needed. Let's hope so...



WINNING POST

This is, of course, Japanese. Even without the Japanese text on the screenshots, you just know it comes from the Land of the Rising Sun as soon as you check out the plot.

It's a game about horse racing. Train your nag, race it, win money, bet; it's pure simulation too, with no

control over the horses on the track. This one seems unlikely fare for a European release, but who would have expected Tamagotchi or Beatmania either? You never know...



MEECES TO PIECES...

TOM AND JERRY IN MOUSE ATTACKS...

Why doesn't Tom give up? Let's face it – he's the least successful cat in history – Jerry gets the better of him every time. Why doesn't he just retire, and spend his days falling

asleep on people's laps? Will he never learn? Apparently not – he's been up to his old tricks again, and this time he's kidnapped all of Jerry's friends. As Jerry, you encounter adventures,

solve over ten mini-games and battle bosses in order to rescue your friends from Tom's clutches. There are six levels to tackle, each with a boss baddie at the end. No doubt you'll be setting fire to Tom's feet, getting him sucked into vacuum cleaners and annoying a bulldog and blaming Tom for it too...



POWER PREVIEW



MTV NEWS

MTV SPORTS: TJ LAVIN'S ULTIMATE BMX...

I WANT MY MTV



What a mouthful! MTV Sports: TJ Lavin's *Ultimate BMX* certainly wins a prize for its big name, but will it score points as a top game? TJ Lavin is, apparently, a top-name BMX rider. The game sees you controlling him and five other pros, though we doubt any of them will be household names

either. The game's a sort of two-wheeled *Tony Hawk's*, with the player pulling off all manner of stunts and tricks in their efforts to become Number One. The soundtrack is based on genuine choonz and the bikes are upgradable. More info next ish...



OPEN SESAME!

SESAME STREET... **power preview**



Today's episode of Sesame Street is brought to you by the letters 'U, B, I' and the number 'Soft'; okay, that didn't really work and it was a smeggy joke anyway, but Ubi Soft's new *Sesame Street* game should be better. Aimed at the kids (of course), the game features six Sesame Street characters,



age-appropriate controls (whatever that means), interviews with the contestants and bonuses to collect during play. American accents not included (we hope).



CRYO HAND OUT FREE GIFT

In a blisteringly innovative move, Cryo is to release a level of its forthcoming game *Gift* on the Internet. The demo level can be downloaded and played on emulators which allow Game Boy programs to be

played on a PC or Mac. Nintendo has yet to comment on the move, but usually takes a dim view of emulators as they're often used for piracy. Pirates take Game Boy carts and transfer the ROMs (Read-Only Memory, the game programs as stored on the cart chips) to PCs, spreading them around via bulletin boards and the Internet. Of course, Cryo is fully entitled to spread a demo of its own game in this format, and as the whole point of the Game Boy is its portability, we can't see emulation cutting into sales of the game anyway. In fact, we think Cryo's on to a winner here! Cryo's web site can be found at <http://www.cryo-interactive.com>, and we'll print a full review of *Gift* next issue.



MAIL JUNKIES WORLD PORT

Datel Electronics

What's the simplest way to join the e-mail revolution? Buy a PC? Visit a cyber café? No – get a *Mail Junkies World Port* for your Game Boy. World Port is a revolutionary e-mail package for use with any Game Boy. With it you can control your own e-mail account, sending and receiving text messages to and from anyone else who's online. You can't surf the internet with it, of course. The *Mail Junkies World Port* cart also contains a world time map, an address book, a calculator and a calendar, so it functions as a personal organiser too.

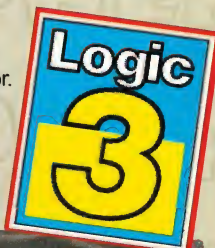
Mail Junkies World Port is an impressive piece of kit, but is a little expensive to run. Although downloading messages is quick (it takes around a minute at most), calls to the Mail Junkies service are charged at 25p a minute, so a £5 Top-up Card (the calls must be pre-paid) only gives you about 20 minutes' online time. At £24.99 it's a bargain to buy, but make sure you're aware of the running costs before you splash out.



HANDY CASE

Logic 3

The *Game Boy Handy Case* is available in five sharp colours, and fits the Game Boy Pocket as well as the Game Boy Color. There's a storage space for games cartridges, and a shoulder/belt strap is also provided. The Game Boy can be played whilst in the case too. The *Handy Case* isn't the best carry-pack we've seen, but it's politely functional and very cheap at £4.99.



ACTION REPLAY ONLINE

Datel Electronics

Datel's *Action Replay Online* makes a nonsense of the phrase, 'cheats never prosper'. It's jam-packed with thousands of cheat codes for infinite lives, ammo, health and – well everything, really. It has a built-in code generator too, so you can hack your brand-new games too.

Action Replay Online is more than just a cheat cart, though. Using the cable and software supplied, you can attach the Game Boy to the internet via a PC and exchange codes with users from all over the world, as well as downloading them from Datel's own web site. All in all, it's an impressive piece of kit.



UTILITY PACK

Logic 3

What's it got? It's got the lot, and only costs £19.99 to boot! Logic 3's bundle of peripherals includes an A/C adapter to play your Game Boy from the mains. Alternatively use it to charge the rechargeable power pack, saving you a fortune in batteries. The protect and light device offers a cover for your Game Boy, keeping its screen scratch-free, but also flips up to reveal a handy light for playing when the sun goes down. The link cable lets you play against your mates, and the earphones stops the rest of the family moaning at you for zapping aliens while they're watching Eastenders (they don't know what they're missing). In all, this is a comprehensive and high-quality package, as long as you haven't already got some of the items.



ZELDA

THE LEGEND RETURNS!



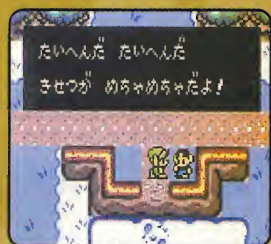
Link's back with three blistering new games, exclusive to the Game Boy Color. Can you handle it? Let's find out...



It's been seven long years since Legend of Zelda: *Link's Awakening* was released on the Game Boy. Sure, they gave us the DX version for the Game Boy Color, but that was only a lightly-tweaked



update with the bits coloured in. Classic stuff, but hardly new. Seven years without a *Zelda* game. And then three come at once... Yes, that's right - there are three *Zelda* games in the pipeline, all exclusive to the Game Boy Color. Scheduled for release in early summer, 2001, *Legend of Zelda: Mysterious Seed of Power*, *Legend of Zelda: Mysterious Seed of Courage* and *Legend of Zelda: Mysterious Seed of Wisdom* form what Nintendo calls The Tri-Force Series. What does this mean? In a nutshell, the games are inter-linked. You



can play the carts in any order, but entering a passcode won by completing one of the games affects the events that take place in the next one you play. For example, you might take part in a battle in one game which causes a monument to be destroyed. In the next, that monument lies in rubble. If you win a certain weapon,

LEGEND OF ZELDA

We begin to unravel the mystery...

Information on the second two games in the Tri-Force series is rarer than a happy person on Eastenders, but we do know a little about the first offering, *Legend of Zelda: Mysterious Seed of Power*. Unfortunately the game's plot



gets off to a bad start, with one of the most cringe-worthy clichés in ever to grace an RPG. Princess Zelda, a magical madam responsible for controlling the four seasons in Zelda's world (Hyrule, for those who've forgotten), has - you've guessed it - been kidnapped. How original! The creature who's kidnapped the dame is Ganon, and you won't be in the least bit surprised to find it's down to you to rescue her. Pass the puke bag or what? Ganon learns of his quest, and splits the mighty Triforce into eight pieces, scattering them throughout the lands (and that's something else you've never seen done before, eh?). Assembling the Triforce is your key to success, but can you do it?



However, Princess Zelda's disappearance and Ganon's misdeeds have made a mess of the land. The Rod of the Four Seasons, a device used to control

MIYAMOTO'S THE MAN!

Nintendo's Shigeru Miyamoto is the most successful games designer EVER! The list of games he's produced reads like a gaming hall of fame, and includes the Mario, Donkey Kong and Zelda sagas. So what does he have to say about the Tri-Power series and its spectacular delays? "The games are late because of the link system", he said. "The variable scenario is increasing the work. There are similar events in all three cartridges, so if you've already finished one game, it makes the events in the next a little easier."

He's certainly right about the delays, but then, it's bound to be worth waiting for...



words, everyone's guessin' and Nintendo ain't sayin'), but the latest gossip says they're found in all three games and need to be combined with other items to produce something flashy and spectacular. Combine them with soil and water and wait 40 years and you might get an oak tree. Power Acorns can



be fired from Zelda's catapult too, with different acorns having different effects. So when can we expect this sizzling saga? Well, as we said the first game is expected early next summer, with the subsequent titles released at six- to eight-week intervals. Let's face it, though – Nintendo is almost as famous for its lengthy delays as its excellent games, and this one's already slipped (would you believe the first Tri-Power game was supposed to make it into the shops for Christmas?). We won't hold our breaths, but we will keep you informed...



this could be carried over to the next cart too. As mentioned before, the games can be played in any order, so when you've finished 'em you can have a go playing a different cart first and see how this affects the storylines. The replay value is tremendous!

THE MISSING LINK?

So how do the games' plots link together (no pun intended)? Well, each of the three games follows a set theme which determines the way the individual cart plays. The first in the series, currently-titled 'Mysterious Seed of Power' (this could change), is based around

the four seasons. Using a magic rod changes the seasons, affecting the game areas and locales.

Further themes are colours, where the events are based around a colour scheme, and time, where you use morning, noon, afternoon and evening to sort out several time-based teasers. Look out too for the Seeds of Power. Their exact nature is still subject to speculation (in other



THE ULTRA TRIBE

A new group of people can be found in the Tri-Power series. This is the Ultra tribe, whose people dress like a cross between Obi-Wan Kenobi and Friar Tuck. These guys live in a volcano, and are accomplished blacksmiths. The Ultra tribe don't use money, so to gain one of their wondrous weapons or ace artefacts, you need to trade and barter.



DA: MYSTERIOUS SEED OF POWER

the, erm; seasons, has been sent to another dimension, taking Hyrule Castle with it. Smeg!

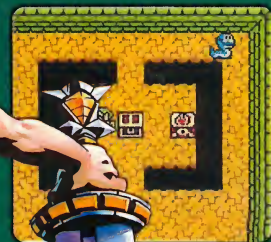
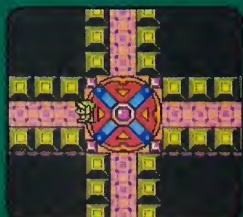
PACKIN' A PUNCH

When *Zelda 64* was released, much was made of Link's ability to ride a horse. Here he gets something far more interesting – Ricky the Kangaroo. When Link climbs into his pouch the player controls Ricky, a hard-punching boxer who can power through obstacles Link can't even scratch. It's like having your own marsupial mech! Watch out too for Maple the Witch, a bear with a whirlwind attack and a fish that transports you

across the waters. The key to this

game is the seasons – using the Rod of the Four Seasons is essential for getting past certain problems. For example (and this is a made-up example – we're not spoiling the adventure for you) autumn leaves and winter snow might cover a tunnel entrance which you can only find in the spring or summer. The winter blizzards might block a path which is revealed again when it thaws, or maybe the desert is too hot to cross in the sunny summer, but more hospitable in the wet winter? Who knows? Well Nintendo does, but it's not telling... Looking at the screenshots, there doesn't seem to be a huge change in gameplay from *Link's Awakening*, but what the smeg?

As the Yanks say, if it ain't broke, don't fix it. The game's 'seasons' theme and the Tri-Power system look set to beef up the originality to the max, even if the storyline does have you rescuing a smeggin' princess. Again...





top tip Be careful when using the direction finder to track your next target ('B' button). It drains valuable energy.

THUNDERBIRDS



DAMAGE: £24.99
ON SALE: MID-NOVEMBER
WHO: SCI
TYPE: ACTION GAME



Calling International Rescue. Repeat – calling International Rescue...



Would you believe *Thunderbirds* first hit the small screens over here in 1965? Now, 35 years later, our puppet pals are back on BBC2, and the world's going *Thunderbirds* crazy once more. The escapades of International Rescue and the Tracy brothers is rich fare for games designers, but how does this new *Thunderbirds* shape up? For those who don't know, *Thunderbirds* is the code name for the five major craft operated by International Rescue, a disaster relief organisation set up by Jeff Tracy and



staffed by his sons. Wherever people are in peril (usually at the hands of The Hood, fearsome futuristic arch-criminal), the Tracy boys are there, with Scott in the rocket-plane Thunderbird 1 usually first on the scene. When he's checked out the situation, he could radio a message back to base on Tracy Island through the space communications centre on Thunderbird 5.



Birds of a Feather

There are five legendary Thunderbirds craft to control. Each is piloted by one of the Tracy brothers.



Thunderbird 1: Scott Tracy
Thunderbird 1, piloted by Scott, is a rocket plane armed with air-to-ground unguided bombs. Used for bombing raids and picking up refugees.



Thunderbird 2: Virgil Tracy
The incredible Thunderbird 2 is a transporter that takes equipment such as The Mole or Thunderbird 4 to the disaster site.



Thunderbird 3: Alan Tracy
Space-going rocket Thunderbird 3 is featured in vertically-scrolling stages, and is armed with forward-firing missiles to trash the aliens and asteroids.



Thunderbird 4: Gordon Tracy
The miniature submersible is carried in Thunderbird 2's belly and used for undersea missions.



Thunderbird 5: John Tracy
The Tracy's orbiting space station is used to scan the ground and relay messages to the Tracy boys.

Wotz Where...

- 1 Incoming Transmission
- 2 Lives & vehicle in use
- 3 Incoming transmission
- 4 Timer
- 5 Speedometer
- 6 Score
- 7 Shield energy



When they've a clearer picture of what's going down, it's all systems go – maybe Thunderbird 2 will carry The Mole to do some digging, or Thunderbird 4 to an undersea disaster. Perhaps Thunderbird 3 is needed for a space interception. Whatever happens, you can bet International Rescue will be up to the task.

thundercrafts?

But is this new game worthy of the legend? Does it do the Supermarionated series justice, or is it smegsville? Let's start at

the beginning. After a brace of blocky cartoon creations that look like they were developed for the Spectrum in 1986, it's great to see a game that really uses the graphical whack of the Game Boy Color. It looks a peach, with beautifully atmospheric backgrounds that look every inch the world of the *Thunderbirds* crew. The craft are realistic too; just check the screenshots. It's just like the real thing. Also, while you never get to see the Tracy boyz walk, on the intro screens they look well 'ard. Yep, the graphics and atmosphere here can't be

faulted. The game does have a couple flaws, though. Firstly, the missions could be a little more varied. There are 22 levels, each with a different graphical theme, you get to fly six different vehicles and the range of tasks on offer is large. However, too many of them involve finding a certain



Who's Who

We all know International Rescue is run by the ultra-talented Tracy family, along with a few friends, but who's who in the world of *Thunderbirds*?

Alan

This former championship racing driver now pilots Thunderbird 3, and occasionally mans Thunderbird 5.



Virgil

Artistic and intelligent, Virgil's role in International Rescue is piloting Thunderbird 2.



Gordon

Always the joker in the pack, Gordon Tracy is an ex-Olympic swimming champion and pilot of the aquatic Thunderbird 4.



Scott

Eldest of the Tracy brothers, Scott pilots Thunderbird 1, and usually commands on-site rescues.



John

Scott has the very important job of running the Thunderbird 5 Space Station. Sounds thrilling...



Parker

This ex-convict is now Lady Penelope's butler and assistant. Talks in a ridiculously fake cockney accent.



Lady Penelope

This upper-class token female works from her stately home in Kent, and drives a pink Rolls-Royce, FAB 1.



Jeff

Father of the Tracy brothers and founder of International Rescue, Jeff abandoned his career as an astronaut to dedicate his life to saving others.



Tin-Tin

Daughter of Jeff's manservant Kyrano and assistant to Brains, Tin-Tin is a mathematical genius.



Brains

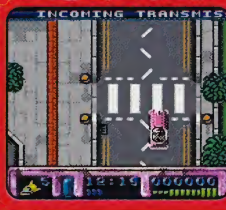
Brains designed all the Thunderbird crafts. Clever bod – wears stupid specs, though.





F.A.B...

In *Thunderbirds*, you even get to drive Lady Penelope's tacky pink Rolls-Royce, replete with the number plates FAB 1.



Radio Waves

Every now and then, you get a signal from HQ telling you to receive an incoming message. Press Select for a radio broadcast from one of your colleagues. This can offer a snippet of advice, restate the mission objectives or (as in here) give a nugget of educational trivia.



number of whatevers and collecting/trashing them. The missions are all fun to play, though. The learning curve keeps you on your toes, and you often fall short within inches of your goal, making you all-the-more determined to get it right next time. 'Just one more go', I hear you cry. Although single-mindedly

arcade in style, tactics come into play when managing resources. Your craft has a power bar reflecting its shield strength, but you're also against the clock. Do you fly recklessly using the power-draining direction finder and risk trashing your ship, or do you preserve your shields and risk running out of time? Getting the balance right is a key ingredient in the game.

SUNNY FLIES!

The game's other prob is that the craft don't always feel right in the air. There's a range of perspectives on offer, including side-on (Thunderbirds 1 and 4),

overhead (Thunderbird 2 and FAB 1) and a scrolling blaster (Thunderbird 3), but they don't feel all that different to fly. *Thunderbirds* is wonderfully atmospheric and at the end of the day it's fun to play. Maybe it's not quite perfect, but what is? The game's cool, and a worthy addition to the *Thunderbirds* legacy.

IAN OFBORNE



power SCOREZ

uppers

Excellent graphics
All the craft are here
Top atmosphere

downers

Missions too samey
Craft handling basic

SUMMARY

A really fun game, and a welcome return for the *Thunderbirds*.

90%



competition! AMAZING THUNDERBIRDS COMPETITION!

FIGURES, VIDEOS, VEHICLES AND MORE MUST BE WON!

To celebrate the release of the *Thunderbirds* game, we've teamed up with SCI to bring you a thrilling *Thunderbirds* competition! Five lucky readers must take home one of the following amazing *Thunderbirds* prizes:

- A set of three 11.5" Thunderbirds figures
- A complete set of Thunderbirds vehicles
- A Thunderbird 2
- A complete set of Thunderbirds videos
- A complete set of Thunderbirds DVDs

To stand a chance of winning, you need brains – in fact, you need to BE Brains! You've gotta design a Thunderbird! Like Brains, you've gotta think big. You need to make your machine capable of flying half way around the world on rescue missions and then get people outta trouble. But there's more than that. International Rescue already has five Thunderbirds – what makes your vehicle, Thunderbird 6, stand out from the crowd? What can it do that Thunderbirds 1-5 can't? What gaps does it fill in the Thunderbirds range? Write us a few sentences of explanation.



Send a drawing of your Thunderbird 6, along with a few words, to: **Thunderbird 6 Competition, Game Boy Power, 22 Strand Street, Poole, Dorset BH14 1SB.** For once, it doesn't have to be on a postcard – just bung it in an envelope. Make sure it arrives by 10th December, though, or even International Rescue won't be able to save your chances of winning.

Q: WHERE CAN YOU FIND ALL OF THESE SQUEEZED INTO ONE MAGAZINE?



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GRAND PRIX 3

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DAMAGE: £24.99
 ON SALE: OUT NOW
 WHO: THQ
 TYPE: DRIVING GAME



MICRO MACHINES V3



The smallest and coolest cars in the world come screeching onto the world's smallest and coolest console. Honey, I shrunk the car!



A few issues back you might remember we fell in love with the high-speed, but oh-so-serious racing action of the wicked *TOCA*. Originally, *TOCA* was a thrill-a-minute racing simulation for the PlayStation, developed by the funky dudes from Codemasters. Well, *Micro Machines V3* hails from the same funky dudes, but couldn't be more different. You see, there's no tracks based on real life, and there are certainly no Fords or Vauxhalls to take control of. Instead, this cool top-down racer puts you in control of a huge range (32 in all) of miniature vehicles that have

to be driven at break-neck speeds through a massive 48 courses based anywhere from the garden to the beach and beyond. Sounds like fun? You bet! It doesn't stop at simple racing either. To become a *Micro Machines V3* pro, you have to make good use of the various weapons and power-ups that litter every course. This could mean smashing a massive comedy hammer on the car in front one minute, laying a mine for the car behind the next, and generating a force field to knock the car to your side off the table right after that. You see, *Micro Machines V3* is

Wotz Where...

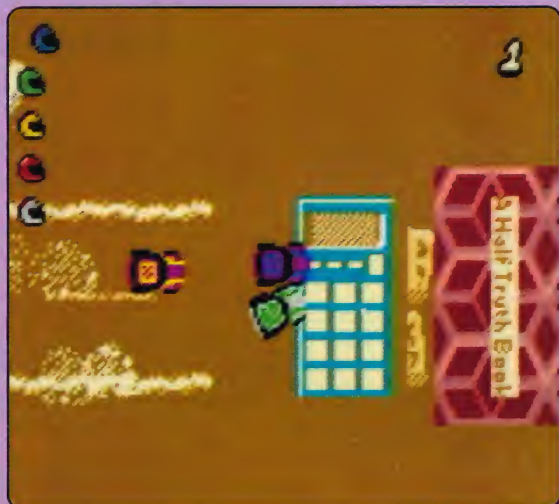
The courses are jam-packed with obstacles that you either have to jump, avoid or bash your opponents into. Take a look at this shot to see what we mean...

- 1 Syrup, slows you down
- 2 Knife & fork, solid obstacles
- 3 Track markers, bumpy
- 4 Race position - your helmet is indented
- 5 laps remaining



The Right Track

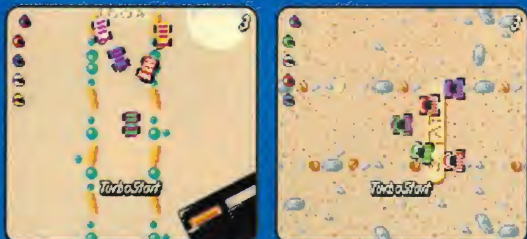
The menu system proves how cool *Micro Machines V3* really is. Instead of going for the usual list of options before you start playing, you see a little car drive down a road that leads to four different roads with huts on them. Choose which road you want for the option you desire and your car follows it, driving through the hut and going onto another set for the next menu. Cool or what?



If you're next to your opponent on the edge of a table or a ledge, don't be shy – knock the gits off. This gets you in front.

Turbo Start

Hit the accelerate button at the right time during the starting lights and you get a Turbo Start.



at times. The control is simple enough, so this doesn't take away from the fact that *Micro Machines V3* is a whole loada fun and side-splitting laughs. Not because the game itself is particularly comedy-based, but knocking your opponents down a whole or catching them with a cool power-up can be a right hoot.

Micro Machines V3 is instantly playable, and even at first you find yourself winning a few races as it's so easy to play. Don't think you'll see everything in the first couple of hours, though, 'cos this game has loads to offer. As I've said, there are 32 cars to play with, but unlucky for you, you have to earn most of them by winning events and races. The cars can be anything from basic buggies and trucks to tanks that actually fire shells, from powerboats that skim

incredibly fast and frantic, and with so much to see and do during every race, you find yourself glued to the screen. Not literally, but I think you catch my drift.

the drift

My drift isn't all you're catching either, as *Micro Machines V3* gives you the chance to catch some wicked air and rocking power-slides. The tracks are laid out with maximum heart-pumping, adrenaline-inducing action in mind, although the top-down view can make it a little hard to see what's coming



across a pond to transformable cars. They all look cool too, which is probably down to the radical graphics that jump out of the Game Boy's tiny screen. These visuals may be small, but they're perfectly formed and there's a massive variety throughout the game. I mean, what other game has you racing on a snooker table, then in a science lab (Bunsen burners 'n' all), then take it outside and race around a pond? 'None' is the answer to that.

everything, everything

Which is why *Micro Machines V3* is gonna be a big hit. It's got everything – very smart graphics, totally addictive gameplay (you better flog your *Pokémon* stuff now, 'cos you won't have time for

Mini Marvels (characters)

There's 32 cars on offer altogether, but you also have to choose a character to drive them. There's eight wacky characters available, and from the dreadlocked rasta-man Jethro and the leather jacket Fonzy clone Spider to wacky country clot Dwayne or sexy young lass Cherry, there should be one to suit everybody's taste.



it), loadsa' cars and some of the best, most crazy (and deviously) designed tracks you're ever gonna see in a racing game. So if

you want a racing game that explodes with fun and will last you years, *Micro Machines V3* is it.

raul trewhern



Pulsating Power-Ups

There are loads of cool power-ups available for you to trash your foes. These include a hammer to squash the car ahead, force-fields to knock 'em sideways and mines to – well, you know what a mine's for. Look out too for the hilarious extendible claw which grabs the racer in front of you and pulls him back too. It's difficult to aim it correctly, but when properly executed, it's a real hoot.



power SCOREZ

uppers

Action-packed racing
Cool graphics
Wicked power-ups

downers

Can be tough
Too much fun...
...for some too handle

SUMMARY

Micro Machines V3 is small but perfectly formed. It oozes fun and frantic action in equal measures.

93%



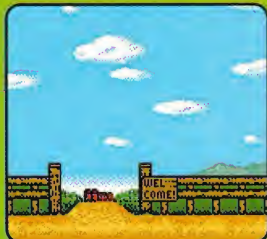
HARVEST MOON



DAMAGE: £24.99
ON SALE: OUT NOW
WHO: NATSUME/NINTENDO
TYPE: FARMING SIM



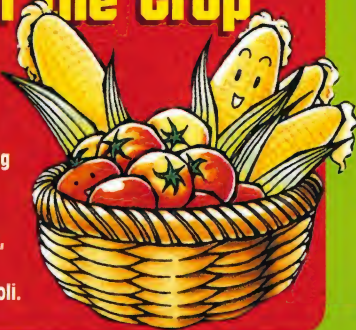
No sign of Giles in this Farmer sim...



some grown, you then need to feed your animals, who need some serious care and attention. Look after them and they can then be sold to buy more seeds and tools. Starting with only a few coins, the odd tool and your pet, it takes time for things to improve. Persevere and you're soon rearing animals and increasing your harvest yield. You have to do lots of time-keeping (ie. checking on crops), especially as your spirit ancestor checks up on you every winter. If you think this all sounds like an odd (and potentially dull) idea for game, you're probably right, but

Cream of the Crop

As responsible farmer (hah), you've got choose which crops to grow. Your decision depends on a number of factors, including cost, land and season. But you've got a big choice, including Turnips, Potatoes, Tomatoes, Corn, Eggs, Peanuts, Carrots and Broccoli.



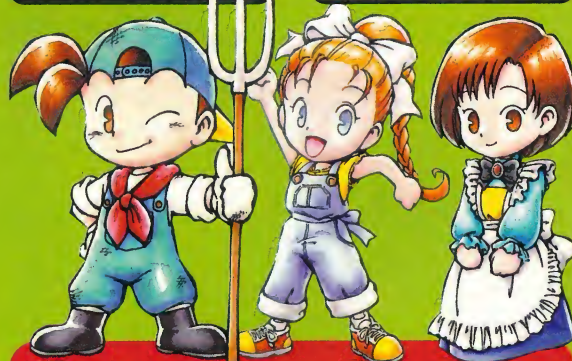
your pet (dog or cat). Then it's into the, erm, 'action'. Your task is to clear out the fields, sow seeds and generally spruce up your humble farm. So you start by planting crops, with a large variety to choose from, including broccoli and potato. Once you've got

The story is simple. After inheriting a farm from an ancestor, you have to take over the run-down old dump and turn it into a super-duper modern ranch. Firstly, you've got to choose whether to be male or female, before deciding on



If you like your action fast and furious, STOP RIGHT THERE. Simply take a deep breath and turn to another page. Right then, if you're still

reading, you may well have the ability and patience to get the most out of *Harvest Moon*. This re-release leaves you no excuse not to sample some of the most in-depth gaming on your Game Boy.



Tools of the Trade

Tools are crucial to your success and there are plenty to choose from and aim for. They include the axe, which you get at the beginning of the game in your tool shed and use to chop tree stumps. Then there's the hammer to smash large rocks and fences, and the hoe to plough the fields and plant seeds. Also there's a sickle which is used to cut tall grass. Later on you can find the umbrella to make it rain the next day!





Turnip Seeds	0 bags
Potato Seeds	0 bags
Tomato Seeds	0 bags
Corn Seeds	0 bags
Eggplant Seeds	0 bags



Wotz Where...

The Map Screen allows you to visit the following locations:

- 1 Flower Shop for seed
- 2 Juice Bar
- 3 Carpenter for materials,
- 4 Tool Shop
- 5 Restaurant
- 6 Animal Shop.



oo-arrigh...

Ultimately, how deep you get into the game is up to you. Players can tinker around the edges, doing the bare minimum to get by. Or they can methodically work through the seasons, rearing animals and uncovering all the secret goodies. Basically, you reap what you sow (sorry).

The graphics are now in full colour, and though wonderfully detailed, are

often differing shades of brown. Thankfully the colours change with the seasons, so winter is

predominantly white. In a nice touch, they only change gradually between the seasons, making it far more realistic.

Harvest Moon is a totally unique Game Boy game, but it's not for everyone. If you like your action fast, furious and fast, don't bother. But if you fancy a truly different style of game, with a slow but compelling pace that really rewards your efforts, *Harvest Moon* is for you.

greg howson



surprisingly, it all works. Things get engrossing, and before long you're thinking like a farmer (get oorrff my laaand!).

power SCOREZ

uppers

Addictive
In-depth gameplay
Cute graphics

downers

Slow Pace
Annoying Choonz
Not for everyone

SUMMARY

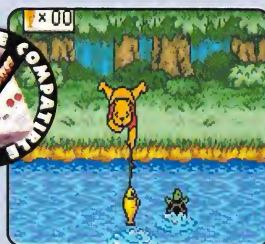
Harvest Moon is a long-term gaming treat, with plenty to do and lots to work through.

84%



WINNIE THE POOH ADVENTURES IN THE 100 ACRE WOOD

Will this get you bouncing?



Winnie the Pooh on the Game Boy? Surely just an opportunity for the publisher to make money from a big-name Disney character? Surprisingly, this really isn't the case. For starters, the game designers have certainly done their homework. All of the main characters are

there, and you can even choose which one you want to play as. Many of the game's mini-adventures tie in with the original Winnie the Pooh stories. Within the first ten minutes of playing I already had to make Rabbit find other characters to rescue Pooh from his doorway after eating too much honey, rescue Piglet from the flood and try to

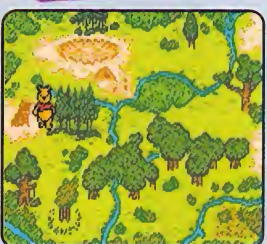
lose Tigger in the 100-acre wood. The game environment expands as you play, and there are loads of great mini-games to play, like catching acorns, fishing and hunting for honey. And you collect reward cards as you play to help



you later in the game. The graphics are fab too - Pooh even bumbles along as you would expect him to. This is a brilliant game that kept me amused for hours - and not just because I'm a huge Pooh fan!

karen wyatt

DAMAGE: £24.99
ON SALE: OUT NOW
WHO: UBI SOFT
TYPE: ADVENTURE



power SCOREZ

uppers

Expanding game environment
Great animation
Uses original stories

downers

Some repetition

SUMMARY

A must-have for any self-respecting Winnie the Pooh fan.

85%



top tip Double-tap in the direction you're running to make your player sprint. This is good for getting the jump on players down the wing, and crossing the ball in for a header or volley.



DAMAGE: £24.99
ON SALE: OUT NOW
WHO: KONAMI
TYPE: SPORTS SIM



INTERNATIONAL SUPERSTAR SOCCER 2000



Is ISS 2000 as tasty as Beckham's crossing or worse than a soggy half-time hotdog? We find out...

Team Tactics

One of the best things about International Superstar Soccer 2000 is that you can set your team tactics from a choice of six basic options. These are Offensive, Defensive, Centre Attack, Side Attack, Counter Attack and Offside Trap. Each option comes with a little diagram that shows exactly how each tactic works, which is handy for those of you who aren't budding football managers.

I knew Kevin Keegan had lost it before that German World Cup Qualifier. I mean, the papers said he hadn't even named his team the day before the match. Which is odd - I thought it was called 'England'! So, will ISS 2000 do a Keegan and lose it before the match starts, or is it going all the way to the World Cup? In Issue Four, we reviewed what is possibly the best GBC footy game ever. But whereas *O'Leary Manager 2000* is the Man U of GBC footy games, *ISS 2000* is no more than a Tottenham Hotspur. What it does, it

does well, but it lacks any kind of flair. Still, from the start you know this is an ISS game, with options from the usual game type (Open, International Cup, Mini League, Mini Tournament, Penalty Kick) to game settings that include rule types, half length and skill level.

dodgy names

Once you've chosen what type of game you want, you get the choice of a whopping 48 international teams spread through Europe, Asia and South America. Alas, as with any ISS game on any format, none of the players' names are real, but on this version no attempt has been made to make the fake names even sound like the real ones. I mean, who the



hell are Son, Galia and Enke on the England team? As long as the match plays well, though, this shouldn't matter. Problem is, the matches don't play very well, at least at first. The action isn't exactly smooth, and getting the ball from one end of the pitch to the other can be a real chore

when you first start playing. This is partly to do with the fact that selecting players is impossible and the radar is about as useful as a chocolate teapot. Play for a while, though, and you find yourself adapting to the jerky playing method, and after you get

yourself a few crosses in, things become a little more fun. *ISS 2000* never becomes addictive, though, and although it's a good laugh once you get to grips with it, it's never gonna knock the *O'Leary* team from the top spot.

saul trewhern

Choose Your Formation

Unsurprisingly, unlike the PSX version, you don't get to tweak your formations once they're chosen, but you do have a choice of 17 different formations to choose from. It actually makes a difference when playing too, so make sure that you think about the type of team your playing, then adjust your formation as you see fit.



Happy Vs Sad

Before and during every match, you get to choose the members in your team, as every manager would. The best way to decide on who should play and who should sit on the bench is to look at the small 'face' icons next to the players' names. The colours and expressions on these little faces tell you how a player is feeling, so if you see a miserable face, substitute it, but happy faces should stay.



power SCOREZ

uppers

Loads of options
Good team set-up
48 teams

downers

Hard to get into
Jerky gameplay
Boring graphics

SUMMARY

The boy ISS 2000 certainly done good, but it ain't getting the Man of the Match award.

60%



top tip

If you can't get that speed bar to the max, try wazzing your finger across both buttons really fast. It's quicker than tapping them both individually, but it can sting a bit!



INTERNATIONAL TRACK & FIELD SUMMER GAMES

Button-bashing fun, but can your Game Boy take it?



Sporting Events

There are a total of 12 events in Summer Games, so the challenge looks good from the off. Sadly, most of the events are pretty repetitive, and the Championship Mode only lets you do certain ones. Which is a bit smeg!



DAMAGE £24.99
ON SALE OUT NOW
WHO KONAMI
TYPE SPORTS SIM



International Track & Field has been around for a few years on different systems and under different guises. It makes perfect sense it should come to the Game Boy – even if the summer Games has been released almost in autumn. D'oh! *Summer Games* looks cool. It's simple to get into the game through its small selection of options screens, and the action kicks off pretty smartish with great presentation and without too much mucking around. The first event you're likely to try out is the 100-Meter Dash. All you

have to do is bash the A and B buttons as quickly as you can once the start gun sounds. The problem with doing this effectively on the Game Boy is that it's best done either with one swiping finger or with both hands – that's a problem for any hand-held system!

podium place?

Don't get me wrong – I'm not saying *Summer Games* isn't playable. It features all the fun, sweat and elation of its successful predecessors, but when the machine's shaking ten-to-the-dozen thanks to your frantic bashing, it's sometimes hard to see what's happening. Graphically, *Summer Games* is cool. Each event looks great, with a style in keeping with the original format. The colours are crisp, the animation is realistic and each event is explained in detail on one

easy screen. Once all the events have been mastered, however (which could take as little as a day), *Summer Games* quickly loses its appeal. You can always try beating your personal bests, but beyond that and Versus Mode, your gaming is done. **russell barker**

Summer Games

- Here's a run-down of all 12 Summer Games events, sport-pickers...
 - 100-Meter Dash
 - Long Jump
 - Fencing
 - Javelin
 - 100-Meter Freestyle
 - 110-Meter Hurdles
 - Vault
 - Trap Shooting
 - Table Tennis
 - High Jump
 - Weight Lifting
 - Pole Vault

Options

There are three modes to play in *Summer Games*. Trial Mode starts with only six events, and the idea is to practice each event until you can get gold. Once you've done this, new events open. Championship Mode pulls out ten events and challenges you to compete in each, one after the other, with your results going on a points tally totalling for the end result. The final mode is Versus, which allows you to play against a friend through the link cable – the best way to play by far.



power SCOREZ

uppers

Lots of fun events
Colourful graphics
Fun in two-player

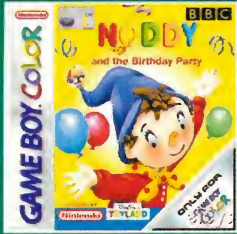
downers

Hard on your Game Boy
Hard on your fingers
Quite short-lived

SUMMARY

Summer Games is fun and challenging, but it doesn't last as long as we'd like.

69%



NODDY AND THE BIRTHDAY PARTY



DAMAGE: £24.99
ON SALE: OUT NOW
WHO: BBC MULTIMEDIA
TYPE: MULTI-GENRE



Can you get Noddy to the party in time, do you care anyway?

Okay, let's not get cynical. Noddy is basic, easy and hardly taxes the gamer, but it's aimed at kids - I mean very young kids, aged three and up. And as such, it's not bad at all. *Noddy and the Birthday Party* is basically a series of sub-games where you do

favours for the residents of Toytown in return for sixpences to save towards Big Ears' birthday cake. The collecting is via very simple platform or fly-around gaming, but it's colourful, bold and ideal for the very young. If you're old enough to read this, it's probably not for you (and frankly I'm



surprised you got this far into the review), but if you're looking for a pressie for a toddler, go for it...
ian osborne



power **SCOREZ**

uppers

Colourful
Great graphics
Kids will love it

downers

Only for toddlers

SUMMARY

Noddy is a timeless icon, and the game is worthy of the legend (barf!)...

75%

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JEREMY MCGRATH SUPERCROSS 2000

DAMAGE: £24.99
 ON SALE: OUT NOW
 WHO: ACCLAIM ENTERTAINMENTS
 TYPE: DRIVING GAME



Wotz Where...

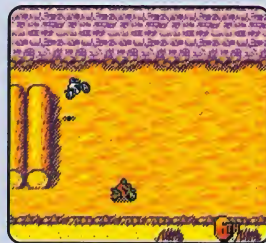
- 1 You can jump over or steer around the logs.
- 2 Your race position – replaced by the lap number as you cross the start/finish line.
- 3 Careful not to hit this trackside bank – you could come off.

Can this two-wheeled racer snatch the chequered flag?

drawn with a box of crayons, and offer none of the rough-and-tumble grittiness of the real-life sport. The engine noises are pretty dire too, sounding like a vacuum cleaner that's just sucked up a swarm of bees, but the music's okay-ish. At this point, you're probably checking the bottom-right corner of the page, wondering if that 85% mark is a smeg-up on our part. It isn't. *Jeremy McGrath Supercross 2000* has that all-important factor that transcends the graphics and the sound. And that's GAMEPLAY!

gettin' dirty...

Think of *Jeremy McGrath Supercross 2000* as a kinda TOCA on two wheels. It's got the same overhead-but-at-an-angle perspective, the same edge-of-your-seat

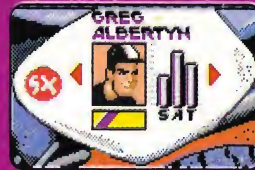


controls and most of all, the same heart-in-mouth action. It's tremendous! As the pack scream away, you know you're in for a rough ride. At first it's harder than a hell's angel with a baseball bat, but as you get the feel for the course and the bike's handling, you learn how to find the fastest route through the corners and the safest paths over the jumps. Safety is indeed a prime concern – smash into the trackside and you're over the handlebars



Ride 'em, Bike Boy

You get a choice of six pro riders in *Jeremy McGrath Supercross 2000*, all with their own stats for speed, acceleration and traction. Anyone ever heard of 'em? Thought not...



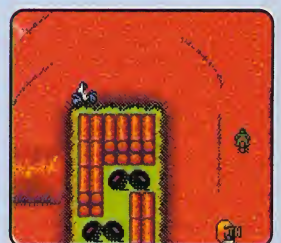
and eating dirt. If this game's visuals and sonics were as good as its gameplay, it would be Da Bomb, but at least it got its

priorities right. So what if the bikes look like they're made of LEGO? It plays like a dream...

ian osborne

Test of Skill

The still levels in *Jeremy McGrath* are set by the bike's engine size. The more powerful the machine, the harder it is to handle.



power SCOREZ

uppers
 Great gameplay
 Fast action
 Heart-stoppin' racing

downers
 Sound
 Over-colourful graphics

summary
 Plays a zillion times better than it looks.
 Recommended.

85%



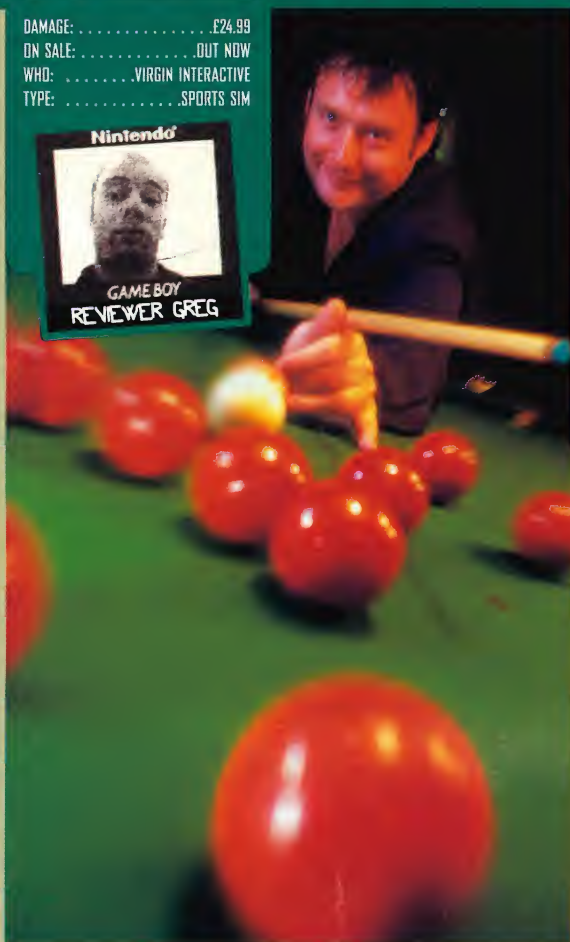
top tip Don't split the reds too much at the start – it leaves the table open for your opponent.



JIMMY WHITE'S CUEBALL



DAMAGE: £24.99
ON SALE: OUT NOW
WHO: VIRGIN INTERACTIVE
TYPE: SPORTS SIM



A whirlwind of a pool game. Greg chalks his cue...



Poor old Jimmy – bless 'im – has never been the most successful snooker player. He's picked up the odd trophy here and there, but has never troubled the winning dulleards like Davis and Hendry. Of course, that's why we all love him. Old 'Whirlwind', as he's nicknamed, plays with flair and passion, making him the ideal man for a bout of Game Boy snooker. Actually, there's more here than just snooker. You can also play both eight- and nine-ball pool if you fancy a speedier game. Boring as physics is, the

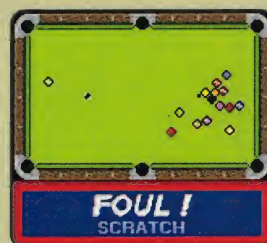
motion of the ball has to be accurate or you soon give up trying. Thankfully, the balls here move fairly realistically, despite the odd occasion where they rebound madly off the cushion or slow up when you least expect it.

right on cue

Okay, it may not look as fancy as the Crucible, but the graphics are very clean, if a little basic and hard to see at times. The colours can be quite difficult to make out on the screen, which, as you can imagine is not good for a snooker game. The sound is varied, with rather annoying choonz, but some decent Americanised vocal samples. The game even has a bit of a Jimmy attitude; when you've played your shot, you're told to wait for the 'master at work'. Ahem. Your opponents range from Broke Ben and Suzy Cue to the rather more formidable

Wotz Where...

- 1 Power bar.
- 2 Use this to adjust top and back spin.
- 3 The cue ball.
- 4 Your current score.



Jimmy White himself. Of course, like any sports game, challenging your mate is the best way to play, and here you take your shot before handing the Game Boy over to your opponent. There are some problems with colours and motion, but *Jimmy White's Cueball* is one of the best snooker/pool games you can get. Sorted!
greg howson



Pool Rulez

8-Ball: whoever pockets first chooses either stripes or solids. The aim is to pocket all seven of either before potting the winning 8-ball.

9-Ball: Nine balls numbered one to nine are racked in a diamond shape, with one at front and the nine-ball in the centre. You then start potting, but you have to hit the lowest-numbered ball each time. The winner is the one who pots the nine-ball after all the other balls have been sunk. Good luck!



power SCOREZ

uppers

Easy to pick up
Two-player is fun
Cute graphics

downers

Colours hard to see
Can be fiddly
More fun in real life

SUMMARY

Jimmy White's plays a mean game of pool and snooker. Plenty for fans of the green table to enjoy.

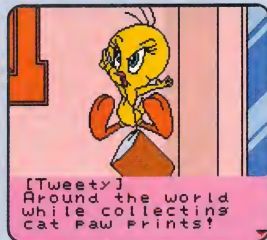
75%

top tip

By tapping 'B' really quickly after jumping, Tweety can fly through the air. If you keep tapping, you can stay just as high, so enemies can be avoided easily and half the level can go by unnoticed!

BLACK & WHITE COMPLETE
NO MORE GUY BOSS!

reviews



[Tweety] Around the world while collecting cat Paw Prints!



DAMAGE: £24.99
ON SALE: OUT NOW
WHO: KEMCO
TYPE: PLATFORM GAME

TWEETY'S HIGH-FLYING ADVENTURE

"I tought I taw a putty tat!" Russell investigates...

Training is thorough, if a little long-winded, but it makes it quite obvious (before you even start the game properly) that *Tweety's High-Flying Adventure* is really aimed at younger kids. The controls are ultra-simple and the learning curve is very



This platformer looks promising. The intro story is well presented, with familiar characters and good humour. The option screen shows the game caters for two players, a Training Mode is included and you can save and continue your adventure whenever you like.



flat - just right for callus-free thumbs! The idea here is to travel around the world in 80 days, collecting 80 paw prints as you go to help stop Tweety's local park from closing down (go figure). There are eight different countries to explore (call that a world tour!?), each with suitable enemies



and backgrounds. Unfortunately, there's always something that remains the same throughout the game - the repetitive gameplay. Okay, so we weren't expecting four games in one, but a bit of variety is needed. It wouldn't be so bad if things weren't so basic and dull to start with, but after completing the first county it's unlikely you'll have the motivation to carry on.

canary capers

There are 15 different items available throughout the game, and each can get rid of an enemy or help Tweety out in one way or another, but thanks to basic graphics and a serious lack of

Trap Those Baddies!

There are no less than 15 different items to discover in the game. Most of them are weapons to take out baddies, and others are for saving and replenishing health. Simply pick the item you want from the inventory screen then use it on those baddies to teach them a lesson!



imagination, there's very little difference between one weapon to the next (they're all either missiles or mines). The same goes for the various enemies you encounter too. Zzz... If you're really after a platform game this month, check out *Jungle Book* instead. The graphics are loads better, the gameplay's more fun and there's a real challenge to sink your teeth into. Bog off Tweety, you're here about as much fun as geography!
russell barnes

Wotz Where...

- 1 Tweety can push objects. Push them off ledges and bounce them off a baddie to kill.
- 2 Your energy. Don't lose heart...
- 3 The number of prints you've collected on this level.
- 4 Current weapon and quantity remaining.

Around the World

Your around-the-world journey takes you to eight territories:

- Paris:** Watch out for the chopping flowers!
- Venice:** Careful you don't fall in the canals!
- Egypt:** Beware of the mummy!
- Africa:** Dark and mysterious...
- Yokohama:** Use the pipes on the ship to get around.
- Australia:** Waltzin' Matilda down under.
- San Francisco:** California dreamin'
- Las Vegas:** Bright lights, big city...



power **scorez**

uppers

OK for tiny tots
Easy to pick up
Easy to play

downers

Too easy!
Repetitive
Boring

summary

There's just not enough here to keep any platform fan happy for long.
Boring!

61%



top tip If in serious trouble when facing a boss baddie, try a suicide charge. Give it everything you've got, then use your immune period with your next ship to topple the terror.

PROJECT S-11

It's time to save the galaxy from the alien scum (again)...



DAMAGE: £19.99
ON SALE: MID-NOVEMBER
WHO: SUNSOFT
TYPE: SHOOT-'EM-UP



This is a blaster from the old school, an eight-level no-nonsense retro romp through alien-infested territory, a vertically-scrolling shooter which throws you into one hell of a firefight. Look out for mid- and end-of-level bosses, power-ups and everything else you would expect, including great gameplay.

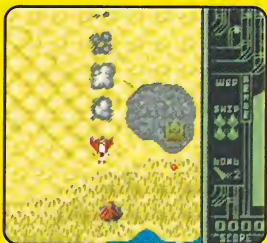


There are some fine ideas here. The power-ups allow you to switch between five weapons. Collect the weapon you already own and you improve it through three levels. If you die, you only lose ONE power-up level. Hurrah – too many games let you build your sluggish peashooter into a sleek machine, only to take you all the way back again when you die. The weapons offer variety, and their strengths and weaknesses make battling the baddies a tactical fight too.

kerbaaang! Unfortunately it's cursed with some smeggy flaws which should've been shot down in flames. Because of its small screen and sheer

Boss Baddies

At the end of every stage, there's a boss baddie. Quelle surprise...



speed, it's often hard to see the bullets. The foes take too many hits before dying too, meaning it's often easier to avoid 'em than to fight. Or you can rely on your armour and pitch in with brute force, taking shots as you deal 'em. Neither tactic is satisfying – if both you and the aliens had less armour, the edge-



Wotz Where...

- 1 Ships Remaining
- 2 Weapon Power
- 3 Armour strength
- 4 Bombs available
- 5 Score
- 6 Your craft



of-your-seat action would be improved. It's a cool game overall, though, and clearly shows how a classic gamestyle can be revisited and still impress.

ian osborne



Weapons of War

Collecting power-ups increases your firepower. There are five different weapons to collect and build.

Falling Flame

This flamethrower-like weapon is perfect for eliminating large waves of enemies. The longer you hold down the fire button, the shorter its range becomes.



Laser

This is the default weapon, but it still packs a powerful punch when powered up.



Missile

This is the most damaging weapon; its only drawback is its poor rate of fire.



Sinus

Destroys ships with its interlacing rings. When at full power, it's hard to beat.



Sonic

Weapon of mass destruction when powered up. Has the best coverage of any weapon available.



power SCOREZ

uppers

All-out action
Great retro feel
Good use of power-ups

downers

Often difficult to keep up with the action
Brute force wins over dexterity

SUMMARY

Project S-11 is good, but not great. There's just too much going on for the small screen.

76%



BUFFY THE VAMPIRE SLAYER



DAMAGE: £24.99
ON SALE: OUT NOW
WHO: THE
TYPE: BEAT-'EM-UP

On the small screen she's drop-dead gorgeous, but can Buffy charm on the Game Boy Color?



Beautiful Buffy

Sarah Michelle Gellar – she can't act, but she's soooooo gorgeous...



with the game. The storyline's only advanced during between-action conversations, which is very true to the show. Hardly a problem in a beat-'em-up, though. The 'acting' – there isn't any really, just voice bubbles and cartoon frames. Well, what did you expect? FMV? The beautiful Buffy looks amazing when on the move, and that's the most important thing – for the game and the show.

Let's go to work...

Enough TV comparisons. How does it play? If you like your Double Dragon-style scrolling fighters, you'll love *Buffy the Vampire Slayer*. It's incredibly slick, action-packed and very well animated. Controlling Buffy (of course), you march through 13 areas taken from the TV

show, including the Sunnydale Mall, Buffy's dorm, the cemetery and more. You meet a variety of humanoid undead-types on your travels, and thankfully it takes different tactics to topple 'em. Some you close down and punch to death, some you take out from behind your guard, but don't expect the same strategy to work for all monsters. You only ever fight one foe at a time, which is a bit smeg, but it's tough enough to keep you interested. The controls are instinctive after a while, packing a



neat package of moves onto the GBC's two buttons, though it's crying out for a Run function. Also, you can't pick up the objects lying around unless there's a monster on the screen, and there's seldom time to grab it when there is. This is a small point, though. The weapons are only a small part of the game anyway. *Buffy the Vampire Slayer* is a beat-'em-up with brains, a



Wotz Where...

- 1 Your foe
- 2 Mmm, Buffy
- 3 BHuffy's energy
- 4 Enemy's energy
- 5 Power-ups

tribute to how sophisticated a game can be on the small screen. In this respect, it's just the opposite of the TV show.
IAN OSBORNE



Cartoon Capers

Between levels, Buffy and friends give you an update on the storyline via some cool American-style cartoon frames. They work pretty well in a DC Comics sort of way.



power SCOREZ

uppers

Slick animation
Fights sophisticated
Good graphics

downers

Only one foe at a time
No Run function

SUMMARY

A polished and capable fighter. Tough, slick and action-packed.

80%



top tip To defeat the first boss (the bear), jump on the branch above a hive to make honey fall into his path. When he eats enough, he falls asleep.



DAMAGE: £24.99
 ON SALE: OUT NOW
 WHO: UBI SOFT
 TYPE: PLATFORM GAME

DISNEY'S DONALD DUCK: QUACK ATTACK



In the crowded world of GBC platformers, can *Donald Duck* quack it?

It's enough to drive you quackers. Plug in *Donald Duck*, switch on your Game Boy and within seconds you're gasping at the visual delights on offer. Just take a look at the screenshots. The graphics are a real treat, with rich shadings, fine details and intelligent use of colours. Every level creates a beautiful, believable world, filled with outstanding enemies and chipper



chums. It's incredible the amount of detail Disney has packed into such small creatures. I mean, look at Donald...

When you've finished gasping at the graphics, you spend the next minute ahhh-ing at the animations. They're as tight as a duck's bottom, and that's watertight. Donald moves and leaps so fluidly he

looks like he's in one of his cartoons, not a Game Boy game. Somewhere around

now, you notice the sonics too. Excellent choonz which give the impression of two channels, and spot-on spot effects.

Tarred and Feathered

Alas, after five minutes the game's major flaw becomes all-too apparent. There's hardly any gameplay in there. Jump on a platform, collect a few tokens, jump to the next platform, bounce on a baddie's head, drop onto the next platform

Eye Candy

The worlds are blisteringly well drawn, full of rich, detailed graphical touches. It's a pity the level design doesn't come up to the same high standard.



and realise you've seen this sooooo many times before. It's almost as if they were struggling to cover every platform cliché without ever making the game exciting. However brilliant the worlds are, if the levels they contain are so devoid of passion and flair, the game just won't work. If this was a movie, it would be Steven Spielberg filming his dog playing with a beach ball in his back garden. Visually slick and technically brilliant, but the content just isn't there.

IAN OSBORNE



Wotz Where...

- 1 Grab this to power up – Donald goes into a mad frenzy!
- 2 The usual, bog-standard tokens to collect.
- 3 Your lives.
- 4 Although small, Donald and his foes look great and animate brilliantly.
- 5 The number of tokens you've collected. Guess what happens if you get 100?



The Bear Essentials...

This overgrown teddy bear is the first end-of-level boss baddie. Check out our Top Tip for a handy hint on how you can deal with him...



power SCOREZ

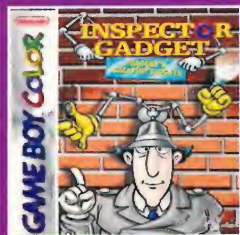
uppers
 Ohhh, the graphics.
 Mmmm, the animation.
 Ahhh, the sound...

downers
 Erm, the gameplay

SUMMARY
 Blistering presentation, mediocre gameplay. This is becoming par for the course for Disney releases.

68%

INSPECTOR GADGET



DAMAGE £24.99
ON SALE OUT NOW
WHO UBI SOFT
TYPE PLATFORM GAME

Spring-loaded feet, a helicopter in his hat and not a clue in the world. What a great hero Inspector Gadget makes.



cartoons (and one movie), the clumsy half man, half robot half-wit is finally making his way to the Game Boy Color. Lucky for you, the people who've programmed the game aren't half as senseless as our gadget-laden hero.

go go gadget

He may be a buffoon, but for some reason Inspector Gadget always seems to win in the end. Well, I say some reason, but it's usually down to the Inspector's schoolgirl sleuth niece, Penny, and her sidekick, the mischievous dog, Brain. These two are always helping out our hapless hero, although he never knows they're even there. Which means not only do you get to play as the clumsy detective, but you can also choose to play as



his two unseen helpers. In fact, throughout the game you have to keep swapping between all three of the characters in order to get through some of the tricky platform-based levels. For instance, Brain can jump twice as high as Penny or the Inspector, so if you reach a brick wall, select him to jump over. Penny is the only one who can swim, and the Inspector has the ace up his sleeve, in the form of his amazing array of high-tech, weird, wacky and wicked gadgets. Everything from a wooden mallet and helicopter rotors that extend from his hat to automatic roller-skates, net guns and more are at your disposal to help you in your quest. Which, of course, is a fight against the evil Dr Claw. We won't give too much away, but let's just

In For a Swim

The Inspector's niece, Penny, is the only one of the trio who can swim. You need to use her abilities all the time to reach secret areas and find loads of bonus items – there's soooooo much water to explore in the game.



say the first level involves cannibal cacti and exploding chewing gum. Hmm. As well as having great characters, cool levels and lots of crazy goings-on, *Inspector Gadget* also looks pretty cool. The graphics are bright and all of the baddies, especially Claws henchmen, look the absolute biz. And with over 20 trap-filled, puzzle-laden and action-packed levels to get through before defeating Dr Claw, *Inspector Gadget* also takes you an age to complete. Top stuff, then; I wonder if the programmers had any help from Penny and Brain? Go, Gadget, go...

SAUL TREVARN

Wotz Where...

There's so many tricky bits to overcome in the game:

- 1 Brain has to stand on the platform to the right.
- 2 A flashing platform that shows you the lift.
- 3 The lift, which can't be seen until you stand on platform. Takes you to next part of the level.
- 4 One of Dr Claw's henchmen. Nasty piece of work...

Gadget's Gadgets

The animations on the Inspector's gadgets are usually really cool. Check out his spring-loaded legs and inflatable jacket in these screenshots. Don't be fooled, though; that inflatable jacket won't let you swim, you just bumble about in the water, much like the Inspector does most of the time anyway.



uppers

Inspector Gadget – he rocks!
Lots of platform antics
Top graphics

downers

If you don't like puzzles, stay away
Can be fiddly changing characters
Too much blind jumping

SUMMARY

A top cartoon and a top film make a top gadget-filled GBC game.

top tip Save your wild cards until you can't play anything else.



UNO

The numero uno card game?

DAMAGE: £19.99
ON SALE: NOVEMBER 2000
WHO: MATTEL INTERACTIVE
TYPE: CARD GAME



left with scores against you. *Uno*'s a fantastic card game to play with friends and family, and on the Game Boy it's still great fun playing the computer opponents. There's three

themed bonus decks based on the Wild West, Outer Space and Groovy, in case you get bored with the standard cards. I don't care what anyone says - I like it!
ian osborne



On the Move...

The game offers animations when a player is forced to pick up cards. They're fun for a while, and can be turned off when they get annoying. Which is just as well, really...



power SCOREZ

uppers

- Family fun
- Good AI
- Multiple decks

downers

- Annoying music
- No pause menu

SUMMARY

A great card game makes a very credible move to the Game Boy.

80%



BACKGAMMON

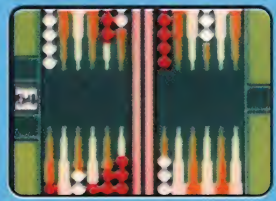
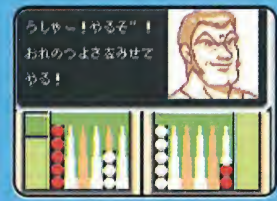
The ancient boardgame hits the smallest screen...

DAMAGE: £19.99
ON SALE: NOVEMBER
WHO: JVC
TYPE: BOARD GAME

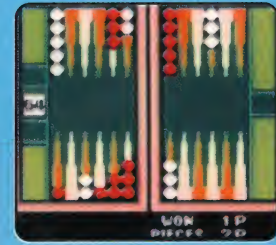


Believe it or not, backgammon is the oldest boardgame

known to man, dating back to Roman times. It's also spectacularly cerebral,



making it ideal material for a videogame - now you can play against a range of Game Boy opponents as well as your mates. Three modes of play are on offer here - Tournament, Free and Vs. There's six difficulty levels, so unless you're a blinding backgammon maestro, you're bound to find a level to suit. You can play against another human being on the GBC if you wish, but why bother? Just use a



backgammon board. It's against the AI opponents that this game shines, and shine it does.
ian osborne

power SCOREZ

uppers

- Good AI opponents
- Classic game

downers

- Graphics not too sweet

SUMMARY

No surprises here, but a quality board-basher nonetheless.

79%

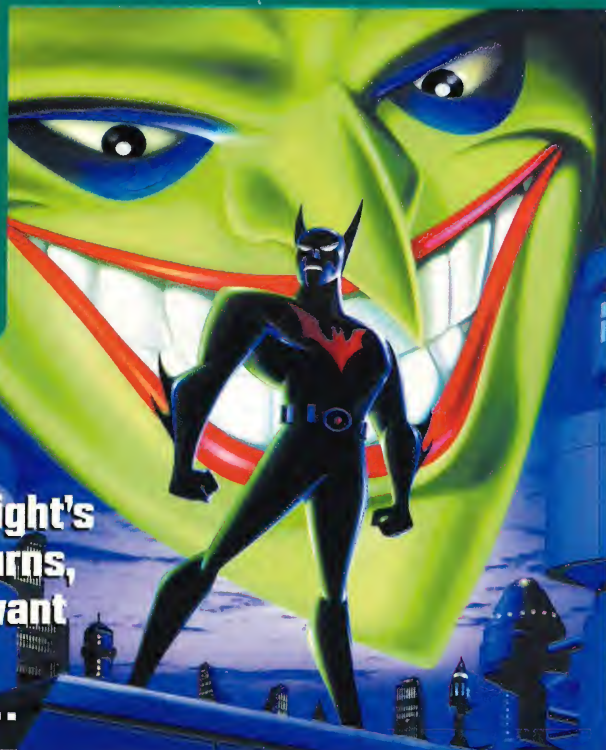
BATMAN OF THE FUTURE RETURN OF THE JOKER



DAMAGE: £24.99
ON SALE: OUT NOW
WHO: UBI SOFT
TYPE: BEAT-'EM-UP



The Dark Knight's nephew returns, but do we want him? Let's investigate...



Who'd have believed it? Who'd have thought the original Batman would hang up his cape and retire, handing his tights and bat-mask to his nephew Terry (hope he washed them

first)? That's the premise behind *Batman of the Future*, Warner Brothers' new animated cartoon series. Bruce Wayne is still on the scene, offering helpful advice and information from the bat-cave (and very distinguished he looks too, with his grey locks and smart suit), but it's Terry who gets his hands dirty in the field.

In *Batman of the Future: Return of the Joker* he gets his hands very dirty. Wayne's old sparring partner is up to something, with a new hi-tech team of henchmen (look out for the thugs with

animal's heads spliced onto their bodies) and his eyes on some hi-tech equipment. As Batman (of course) you must wipe the smile off his face by battering his band of baddies and then beating their boss.

kerpow! wham! zzap!

As a fighter, the game works extremely well. The fighting isn't as sophisticated as in *Buffy the Vampire Slayer*, but you can face several foes at once and also walk into and out of the screen, adding depth in other areas. As Batman can punch right and left but

Bat-Gadgets

Press Select and you can swap between your trusty bat-gadgets collected during the game. These include weapons, shields and even hover boots! You can see your current password here at any time during play, which is useful. It also means the game's never interrupted by a password screen, reminding you you're playing a game and preventing you from losing yourself in the action.



Wotz Where...

Trust Batman to keep all his trusty Bat-info around him. Here's where to find it...

- 1 Bat-lives remaining.
- 2 Current bat-item and the number of them in your possession.
- 3 Your bat-health.
- 4 The enemy's health bar.



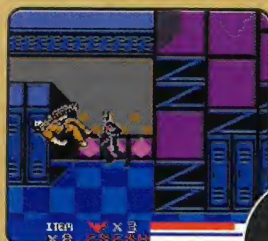
not up or down, it can be tricky to keep your foe in front of you, but this was pretty inevitable. Although the basic baddies are a little samey, there are some wonderful mid- and end-of-level bosses, and the terrains add a whole new dimension to the battles. You may have fought hyena-head a dozen times,

but how do you cope when your back's against a health-draining spurt of steam? Throw in an exciting plot that unfolds in cartoon cut scenes and incredible graphics and animations, and you've got one of the best scrolling beat-'em-ups on the Game Boy.

IAN OSBORNE

Trash It!

In *Batman of the Future* you can trash the scenery, sometimes finding goodies. Destroying control consoles is sometimes necessary too.



power SCOREZ

uppers

Interesting plot
Top visuals
Exciting battles

downers

Hard to keep your foe in front of you at times

SUMMARY

This is one top title. Bold, exciting, gripping – everything a game should be.

90%



top tip By tapping 'B' when Mowgli's walking, you can make him run. Jumping while running makes you go further and it looks cool too!

THE JUNGLE BOOK MOWGLI'S WILD ADVENTURE



DAMAGE: £24.99
ON SALE: NOVEMBER 2000
WHO: UBI SOFT
TYPE: PLATFORM GAME



Thirty-three years on, can the Game Boy recreate the Disney Classic?

Race Me!

Every now and then you're challenged to a running race against a local big-cat. You have to avoid obstacles, jump gaps and even use time-release doors during your race, so keep your wits about you at all times!

Wotz Where...

- 1 Mowgli (you).
- 2 Baddie.
- 3 Health remaining.
- 4 Action button.



Can you believe that none of us were born when *The Jungle Book* first appeared?! The film's one of Game Boy Power's favourite Disney flicks, and it looks like the game, out in November, will be one of our fave games, at least until Ubi Soft do it again! You can't beat a good platform game, but don't be expecting another Mario clone here – *The Jungle Book* uses some really cool tricks

to take it head and shoulders above the run-of-the-mill platform slop we've seen recently. Playing the part of Mowgli, it's your task to jump and duck your way around five massive, multi-level jungle areas, meeting up with all the characters from the film in your quest to escape the evil clutches of Shere Khan. You know you're in for treat when the opening sequence kicks in, featuring some amazing quality snippets from the film. The music is nicely recreated for extra atmosphere too, and the quality of the graphics isn't far short of the film, with cool animation and



learn as you go. Try throwing some bananas on the floor to lure the snake away from the platform you want to reach, then quickly run and jump to safety before it comes back – excellent! Even from about the third level of the first area, things start getting tricky. It's lucky the game uses an easy password system to save your progress. There's no way you could play through the game in one sitting as it gets really tough, but your batteries wouldn't last that long anyway!

russell barner



Bouncing Pumba!

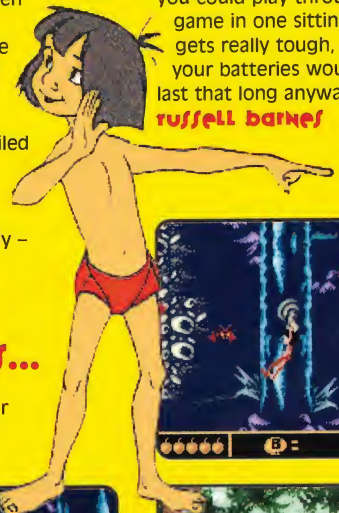
At some points during the game, you come across these cute little wild boar. They help you to reach really high platforms by jumping on their fat tummies, but first you have to lure them into position by throwing some food on the floor in the right place! Then it's up, up and away!



responsive, easy-to-handle controls. Mowgli can jump, duck, throw items, use switches and even hang onto platforms in true Lara style to aid his progress. The levels are beautifully detailed and all your friends and foes blend into the mix perfectly – cool!

king of the swingers...

There's lots to discover on your adventure, and lots of skills to



power SCOREZ

uppers
Top graphics
Easy controls
Challenging

downers
Gets tricky quickly
Hard on batteries
That's about it...

Summary
The Jungle Book's a classic in the platform stakes – just don't expect an easy ride!

90%





Top tip Taking out the balloons on the edges of the cloud first makes it descend slower.



DAMAGE: £24.99
ON SALE: OUT NOW
WHD: JVC
TYPE: PUZZLE GAME



POP N' POP

The boyz from *Bubble Bobble* are back in a brilliant balloon-bustin' bonanza...

Pop n' Pop has already wowed on other games machines. It's a puzzler that (for once) doesn't rip off Tetris. In fact, it's a little more like an upside-down Columns or Dr Mario but with a better level structure. Playing as one of the cute characters from *Bubble Bobble*, you move along the bottom of the screen carrying a couple of helium balloons. Burst the balloons hanging on the rapidly



descending cloud above you before they cross the red line, ending your game. Rotate the balloons you hold, then release them to float upwards and settle, groups of three similarly-coloured ones exploding with a pleasing pop. Balloons rise to fill gaps created by bursters, giving you the chance to make more threes. Some offer power-ups which might raise the cloud or give an extra life too.

always on your toes looking for ways of chaining balloon bursts. If you fail, either by miscalculating while going for points or missing the target as you release your balloons, you always blame yourself not the game, and that's how it should be. The graphics are cute and colourful, though it's sometimes difficult to tell the difference between some of the balloon colours, especially those with power-ups, and for once the background music doesn't make you want to turn it off as soon as you hear it.

POP! POP!
Pop n' Pop is a fantastic game. The levels are designed so cleverly you're



The Boyz in the Bibs...

You've several characters on offer, all with their own movement and shooting speeds. Pick one that suits.



Our only major complaint about *Pop n' Pop* is the missing Puzzle Mode which graced the PlayStation version. Here you had a set number of balloons offered in a specific order to clear the cloud. Nothing was left to chance – it was 100 levels of pure thinking. Had they included this instead of the two two-player modes, it would certainly be Da Bomb, but even without it, it's a top game. If you like your puzzlers, buy it!
ian osborne

Wotz Where...

- 1 Match three balloons to make them pop. Clear the cloud before it reaches the ground.
- 2 This end-of-level boss makes cloud fall faster.
- 3 This is you. Rotate the balloons at whim before releasing them.
- 4 Check here to see what balloons you get next.



competition!

TWO COPIES OF POP N' POP MUST BE WON!

Now you know just how good Pop n' Pop is, we bet you'd love to win one, and you can – we have two to give away. To stand a chance of winning, just answer this simple question:

Pop n' Pop features characters from which famous videogame?



Answers on a postcard: Take a Pop Competition, Game Boy Power, 22 Strand Street, Poole, Dorset BH14 1SB

Entries which arrive after 10th December will be packed into hydrogen balloons and popped.

power scores

uppers
Brill puzzle action
Features Bubble Bobble characters
Thrilling

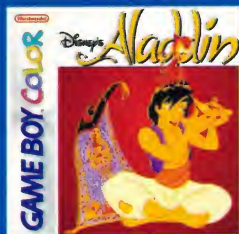
downers
No Puzzle Mode

summary
Top puzzling action from Taito – a brilliant game.

89%



Make sure you explore the whole of a level as there's always lots to see and collect in little out-of-the-way areas. Watch out for baddies waiting to ambush you, though.



DISNEY'S ALADDIN



DAMAGE: £24.99
ON SALE: OUT NOW
WHO: UBI SOFT
TYPE: PLATFORM GAME



The classic Mega Drive platform romp makes a comeback, Game Boy style!



Jafar. All of the levels, spread over a massive eight areas, are brimming with traps, treasures and bad guys to duff up. That's even before you've thought about finding your way to the exit. You see, although the levels themselves aren't particularly huge, they're designed in a way that has you pulling your hair out. In a good way, though. Sometimes you can be playing a game that winds you up and all you want to do is smash your Game Boy to pieces and trade it in for a Neo Geo Pocket (well maybe not to that extent), but hitting a brick wall in *Aladdin* just makes you more

determined to work it out, which means you're glued to this game for an absolute age!

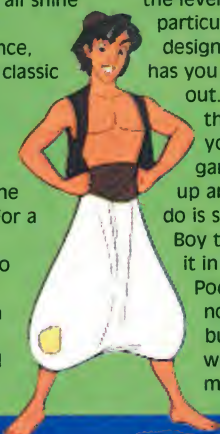
Japery

We've come to expect some top graphical japes from Disney, and *Aladdin* is no different. There's a good variety in the scenery, with levels based in Agrabah market, the Sultan's dungeon and the desert to name but a few, and the characters that inhabit these areas all look the nutz. Especially the sword-carrying guards whose trousers fall down when

you hit them! The only problem with the graphics isn't about how they look ('cos they look wicked), it's about how they work. Often if you jump into an area that's got lots going on, the play might slow down or some characters might flicker or disappear. Still, this little problem doesn't ruin the fun. Which is what *Aladdin* is all about. It's a fast-paced and action-packed platformer with plenty of swashbuckling, rope-climbing and boss-bashing action thrown in for good measure, and you'd be a fool to miss out on it.

saul treweek

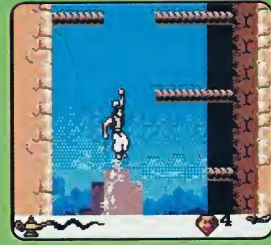
Disney games are usually all shine and no substance, but this part of a classic Mega Drive game from eight years ago cannot be tarred (and feathered) with the same old brush. For a start, there's absolutely loads to do as you take control of Aladdin on his quest to find the lamp and defeat the evil



Carpet City

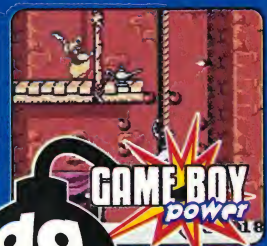


In the days of Aladdin, carpets weren't just confined to sitting on the floor of your living room. Some of them had a life of their own, and they could even fly. So no Aladdin game would be complete without a trip on a magic carpet. Luckily, then, one of the levels sees you making full use of one. Cool!



Up in Rope

Aladdin is one nimble fella. And he needs to be too, with lots of rope-climbing and jumping action required to get you through the wickedly-designed levels.



Wotz Where...

- 1 Can you use this green awning to bounce?
- 2 Maybe you could use bendy sticks to jump up?
- 3 Collect the flute and you're rewarded.
- 4 Try smashing this pot, you might get a bonus.
- 5 Watch out! Sometimes bad guys throw pots out of these windows.
- 6 Aladdin's health, don't let it get too low.
- 7 Treasure; collect as much as you can.
- 8 Collect apples to throw at the enemy. Hope they're hungry.



power SCOREZ

uppers
Superb graphics
Highly addictive gameplay
Easy to learn, fun to play

downers
It's eight years old
Annoying music
Uh, that's it!

SUMMARY
It may be a copy of an old game, but it's one of the best GBC platformers around.

91%



top tip

When facing a foe, try not to approach him at eye level – drop onto his platform from above or below and he's less likely to shoot you.



BATMAN: CHAOS IN GOTHAM

The dark knight returns, but do we care?

DAMAGE: £24.99
ON SALE: 1ST DECEMBER 2000
WHO: JUBI SOFT
TYPE: ACTION GAME



In atmosphere terms, this game gets everything right. The backgrounds are mean and moody, and entirely in keeping with the Batman cartoon series it's based on. The bat-like one moves well, his cape flowing as he sprints into battle, and the music's pretty good at setting the scene too. You can't fault the game's visuals or sonics. Unfortunately, in gameplay terms, it gets everything

wrong. The controls are incredibly sluggish, and never become instinctive. After you've died for the umpteenth time because you hit the 'B' button but Batface didn't jump in time, you just want to throw the cart into the nearest bat-bin. Right at the beginning there's a series of leaps across icy stepping stones that would be easy if the controls were up to scratch, but often send you to a watery death 'cos they're not. First time you see them,

you'll probably just walk into the water anyway – it looks exactly like the smeggin' floor in the previous room. That's not the only time you get killed by something that looks totally innocent either. Frustrating or what?

holy bat-garbage...

Batman: Chaos in Gotham mixes platforming 'action' with beat-'em-up 'thrills', and gets neither right. One thing a platform game should never do is force the player to make leaps of faith, aiming for platforms he can't see. This one

makes you do exactly that. You can't even stand still and scroll the screen up and down with the D-Pad like you can in most platformers. It's so claustrophobic it feels like the game was designed on a bigger screen and badly cut down for the Game Boy – maybe we should wait for the widescreen version. To cap it all, the fighting's abysmal too. Just run into a foe and blast the 'A' button until he falls. Repeat until you reach the end. Some of them shoot you, but you can't even see their bullets. Smeg or what? If the gameplay was as good as the visuals and the controls as good as the sonics, this would be a bat-tastic cart. They aren't, and this isn't.

ian osborne

wotz where...

- 1 Currently-held weapon.
- 2 Your energy and remaining lives.
- 3 Batman.
- 4 A baddie.



Do it in Style...

There are a few stages which offer different styles to the standard platform fighter. Check out the driving and flying sub-levels...



power SCOREZ

uppers

Graphics
Sound

downers

Dodgy fighting
Poor platforming
Terrible...

summary

Good graphics and sound, but bat-all else.

35 %



If you want to get across the city quickly, don't run; swing. Get to the top of a building, jump and throw a web and keep swinging. Easy.

SPIDER-MAN



Saul conquers his arachnophobia and takes the role of Spider-Man. But is Activision's new comic caper a web-slinger or web-stinker?



DAMAGE: £24.99
ON SALE: OUT NOW
WHO: ACTIVISION
TYPE: PLATFORM GAME



Wotz Where...

- 1 Your energy bar.
- 2 Your foe's energy bar.
- 3 Lives remaining.
- 4 End-of-level boss!



My spider-sense is tingling, but only 'cos this action-cum-platformer has incredibly fiddly controls. Still, having said this, *Spider-Man* has so many neat touches, action-packed moments, scary mutant creatures and cool colour graphics you still find yourself getting into the Marvel(lous) cartoon action at hand. In keeping with the comic-

book feel, *Spider-Man* starts with and is jam-packed full of comic cut sequences that take the form of static pictures with the story text underneath. I'd have liked to have seen speech bubbles to make this even more authentic, but it works well enough as it is. At the start, you're ordered to go and take some pictures of an incident at Dr Connor's lab. When you get to the lab, you find he's gone. As Spider-Man, your task is to fight a host of well known Marvel mutants in your search for Dr Connor.

beats the mutant scum that get in his way. You can go in and out of the different areas (most of which are massive) as you please, so there's lots of exploring for you to do. Luckily, the graphics are up there with the best of them. But unlucky, the fighting you constantly have to go through is soooo fiddly. The controls just don't seem to fit the fights, and you end up just bashing the buttons in hope. Still, there are some extra moves and weapons to discover on the way. As many good points as *Spider-Man* has, it's slightly let down by that fiddly control system. Still, if it's an action-packed, comic-book-inspired platform romp you're after, you can do a lot worse than hook up with this web-slinger.

The Bad Boyz...

As well as the classic super villains you encounter, *Spider-Man* also has hordes of non-mutant enemies that need a spider-kicking all the same. These guys are the general meat-and-potatoes bad boyz you have to deal with almost constantly as you play the game. They include Led (carries a dangerous pipe), Bull (likes to charge at you), Starky (a nice line in knives), Ash (throws fire-bombs), Chain (very mysterious, you won't see him much) and Chi (an excellent martial artist).

Web Slinging

Spiderman has special web shooters attached to his wrists that fire a liquid that, once it hits the air, becomes a strong fibre. This can be used for swinging from platform to platform or building to building, as well as to trap your foe before walking up to him and giving him a kicking when he can't fight back. A bit unfair, but very useful as the fighting's so fiddly anyway.



World Wide WebSlingers

Instead of consisting of loads of different areas that make up levels, *Spider-Man* gets an almost free run of the entire city as he completes his tasks and



power SCOREZ

uppers

Huge areas to explore
Cool web swinging/slinging action
Excellent graphics

downers

Fiddly fighting controls
Combat becomes repetitive
No speech bubbles

SUMMARY

Spider-Man isn't a classic, but its fast-paced platform action and exploration is worth a look.

69%



top tip

If you can't get to a trapped worker, check your inventory (Select) - you might find something that helps...

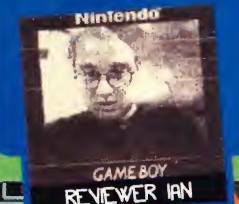
reviews



POWER RANGERS LIGHTSPEED RESCUE

Go go Power Rangers, or just go-go away?

DAMAGE: £24.99
ON SALE: DECEMBER
WHO: THQ
TYPE: PLATFORM GAME



And here's me thinking the Power Rangers craze died out years ago. Apparently it hasn't, and this surprisingly-good new game proves it. The graphics and animation won't embarrass Disney, but they're functional enough. The sounds are better than functional, but still nothing to write home about. What's really cool about

this game is the in-ner-face action. In a city divided into different sections, you can enter any you like and be faced with a series of three missions. These are Rescue, Battle and Megazord, always played in the same order for some reason. As well as punching the plasma out of foes, Power Rangers can use weapons and tools found during the levels. The items in the Rescue stages are especially cool, with

devices to cut cables, break doors, put out fires and more. It ain't easy either, so it should last you some time. In all, it's a pretty good game.

ian osborne



power scores

uppers

- Choonz
- Accessible
- Good exploration

downers

- Been done before
- Graphics only average

summary

An average looker that plays really well.

79%

Meet some new friends...

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POKÉMON MASTERS

The comic that's Poké packed with Pokémon fun, facts, puzzles, posters & information...
All for a great pocket money price! On Sale 16.11.00

"Zagada! That's how Gorbulans say 'hello', and a Gorbulan is what I am! Cron's the name, and from now on, I'm answering the Contacts letters.

It's been over a hundred years since I first came to Earth (we Gorbulans live a loooooong time). Being a hyper-intelligent mega-creature from another planet, I know an awful lot about games, but am still studying you strange human beings. To further my studies, I'm taking over this letters page - lucky me! Write and ask me anything you like, and I'll do my best to answer - I might get an insight into your human habits too!"



CONTACT

If you want to make Contact with our friendly neighbourhood alien, send your letters, pictures and bribes to **Contact, Game Boy Power, 22 Strand Street, Poole, Dorset BH14 1SB.**

Every letter printed wins a Blaze Flexilight, with the Interstellar Star Letter also bagging an Xploder, an AC adaptor, rechargeable battery pack, and two of the latest games from THQ. Don't forget to include your full postal address so we can beam down your prize.

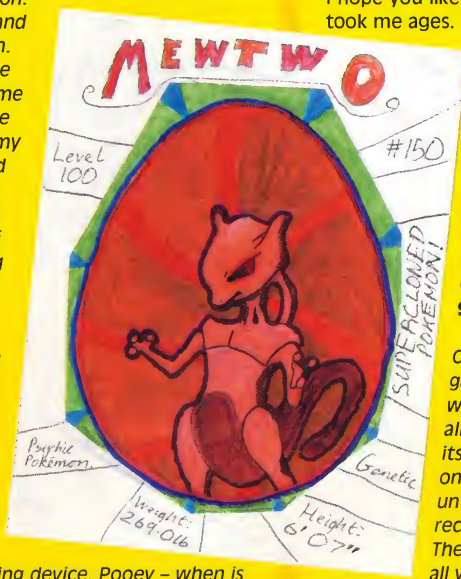


Cron: Yes, they work fine on the Game Boy Color - that's what we used to take the reviewers' pictures on. You only get black and white shots, though. They wanted to take my pic with the Game Boy Camera, but the electrical spark on my antennae interfered with the shot. I looked like I'd got a light bulb on top of my head! Regarding Dropzone, you're a jet pack-equipped marine who's mission is to rescue a group of humans from Jupiter's second moon, IO. Alien warriors are determined to stop you - make sure you use your laser canon, strata bombs, and a cloaking device. Pooley - when is anyone gonna make a game where the aliens make friends with the humans? We're not all psychopaths, you know...

POKÉMON PUZZLER

Dear CRON,

I hope you like my drawing of Mewtwo - it took me ages. In Issue Four's letters page, you said *Pokémon Gold* and *Silver* wouldn't work on an original Game Boy. However, another magazine said they will work on GB and GBC. Please put me out of my misery and tell me whether to blow my Xmas and pocket money on a GBC to play *Gold* and *Silver* or not. Thank you.
Graham Yuke, Dundee, Scotland



Cron: The latest news is that the games are indeed compatible with the original Game Boy after all - seems the big 'N' changed its mind about making it colour only. As the games aren't out until next year, though, we recommend getting a GBC anyway. They're well worth the groats, and all your non-colour Game Boy games work on it too.

SNAP SHOT?

Dear CRON,

I've had a GBC for two months now and I'm hooked. Could you please tell me whether the Game Boy Printer and the Game Boy Camera are compatible with the GBC before I splash out and find they don't work? Also, could you tell me what *Dropzone* is all about? I own the game, but the instructions were missing.



Thanks for your time, and you're doing a really good job on your magazine.

Simon Moynes, Erith, Kent

YOU'RE OUT OF THIS WORLD!

Dear Cron,

I was looking for a magazine to advise me on which Game Boy games to buy when I saw yours. It was definitely the best in the shop, and great value at £1.99, while the others were around £3. I'm glad I picked your mag 'cos it helped me so much in picking the right games. Anyway, here's a picture to show how grateful I am to you.

Penny Beecroft, Hereford

Cron: Glad you like the mag, Penny. Hope you like the new look as much as I like your picture too. I'd send you one of mine, but because Gorbulan eyes see a wider colour spectrum than human peepers, half of it would be invisible!



THE ART OF KART...

Dear CRON,

It's great to see a magazine dedicated to all things Game Boy! The games coming out these days are just superb. Just one question. When *Mario Kart Advance*



comes out, will it be based on the original (SNES) version and have the more involving driving and racing or will they blow out and do the N64 version? Please, please the former!

Laurence Gilbert, an elderly 34, Milton Keynes

Cron: You know, Yoshi looks like a pet found on Gorbula. If he is indeed a Gorbulan moshia (for that is what they are called) he must be injured, 'cos a healthy moshia would levitate that cart and win every race flying over the heads of his opponents. From what we've seen of Mario Kart Advance so far (which isn't much), it seems closer to the SNES version, but isn't a clone of either.

THE ART OF SLAYING

Dear CRON,
I think your mag is brill and I also love Buffy the Vampire Slayer, so I drew this picture just for you.
Hannah McCaully, Surrey



Wow – she's sooooo pretty! Thanks, Hannah – send us your address if you want your prize. I could find where you live by reading your mind, but that would be rude.

LAP OF THE GODS

Dear CRON,
I'm interested in Pokémon Yellow cheats for the Game Boy Color. I heard about getting to the Pokégods (whatever they are) and getting into the Orange League, both by beating the normal Pokémon league a number of times without losing once. Please tell me if these cheats work and how.
Andrew Shilling, Dublin, Ireland

Cron: Dunno why you lot have such trouble catching 'em all. I just sit in a field and send out a sub-electronic signal from my antennae and they come to me. Check out Pokémon Yellow solution this issue for all the cheats we have.



That's all for this month. Write in and let us know what you think of the new-look mag. If you're printed, a prize will be beamed directly to your door!
Avrois, Cron



G-FORCE!

The THQ G-Club goes from strength to strength...

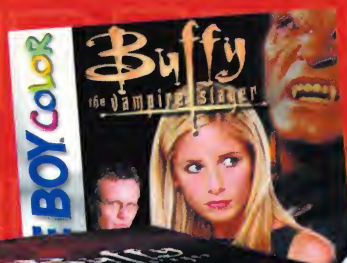


It's big, it's bold, it's happening and it's here! What is it? The THQ G-Club, a free Game Boy club with over 20,000 members. Every new member gets a free introductory pack, containing the latest G-Club Journal, a mystery free gift, stickers, a comic and access to the G-Club website (www.gclub.net) containing competitions, reviews, news, and all manner of cool stuff. The G-Club Journal is sent four times a year to all its members too. So how do you join? You can register on the web site or enrol through a G-Club advert or when you buy a G-Club game. Alternatively, you can enter the Game Boy Power G-Club competition...

We've teamed up with THQ to bring you a sizzling Buffy the Vampire Slayer G-Club compo. One lucky reader will win a boxed set of Buffy videos, Season Four, Part One and a Buffy the Vampire Slayer game. Four runners-up win a game, and all winners are automatically enrolled into the THQ G-Club. So how do you win? Simple – take a long, hard look at the G-Club gremlins here – that's them, in the bottom corner! They've infiltrated the mag and crop up on two pages other than this one. So where are they? Write and tell us!

Answers on a postcard to G-Whiz Competition, Game Boy Power, 22 Strand Street, Poole, Dorset BH15 1SB. Entries which arrive after 10th December will be slain.

• Buffy the Vampire Slayer Season Four Part One is out now to buy from 20th Century Fox Home Entertainment.



competition!



bits & pieces

Our monthly grab-bag of goodies

competition
Address
Game Boy Power
22 Strand Street
Poole
Dorset, BH15 1SB

Entries which arrive after 10th December will be ignored.

KIDZ
BIZ



competition!

TRANSPOSER 6

This one's enough to drive you mental. Transposer 6 is a set of six multi-coloured triangles, each containing 16 small triangles. Some are coloured, some are cut out. Your task? To place the large triangles one on top of the other so both the top and bottom of the pile show a single colour. With 16-million combinations and four possible solutions, it will drive you bananas for months. The Transposer 6 costs a mere £2.99 in the shops, but we've got 12 of them to give away. To stand a chance of winning, just answer this phenomenally-simple question:

How many different combinations are there in Transposer 6?

Answers on a postcard to TRANSPOSER POSER Competition at the competition address elsewhere on this page.



BXS EXTREME ROAD CHAMP FINGER BIKES

Bored with finger-boards? Check out BXS Extreme road Champ Finger Bikes. Each miniature reproduction of a genuine BMX, with hand grips, handlebars, steering and forks. Seats and wheels are interchangeable. Also available are some cool accessory packs, offering vertical ramps, park benches, stairs, rails and more. At last you can pull off all the same stunts as the pros without falling off and smashing your face in!



POKÉMON RADIO PALS

Here's a cute new way to listen to some happenin' choonz. Pokémon Radio Pals feature a fully-functional FM radio, a clip to attach it to your belt, backpack or wherever, and a set of earphones. Best of all, there's a cuddly Pikachu, Squirtle or Charmander on top of each one! Pokémon Radio Pals cost £9.99 from all good toy stores.

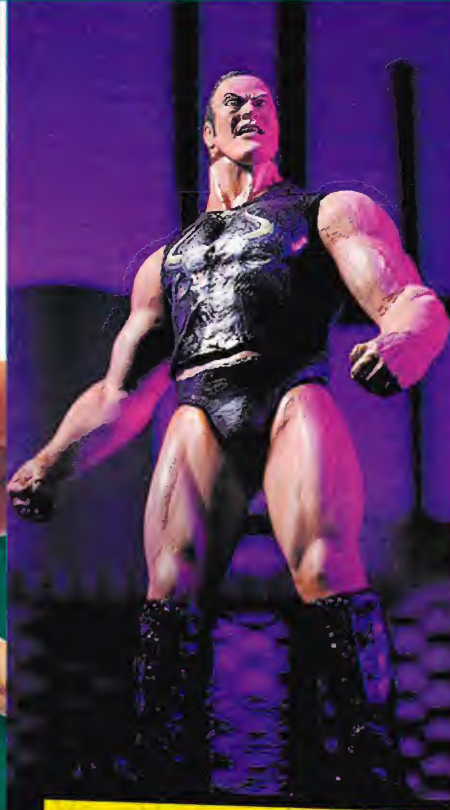
competition!

YAHOO.CAM

The problem with digital cameras is they're just too expensive. Unless you're made of money or seriously into web design, there's no point buying a digital camera for around three times as much as its ordinary counterpart. That's where Tiger Electronics' Yahoo.Cam comes in. It costs only £69.99 (very cheap for a digital), stores up to 12 pictures at a time which you can download to your PC or e-mail to friends, functions as a web cam and even has a built-in sensor, meaning you can use it as a security camera. What's more, we've got one to give away. To stand a chance of winning, just answer this simple question:

How many pictures can be stored on the Yahoo.Cam?

Answers on a postcard to SNAP-HAPPY CHAPPY COMPETITION at the competition address.



BACK-TALKIN' CRUSHERS

It's wrasslin' time with these hot action figures from Jakks Pacific. These superstar bone-benders do more than pose. Twist their arms and knot their legs and they scream over 30 actual phrases used by the WWF wrestler they're modelled on. For example, The Rock (curiously minus his tattoo) bellows, 'You can't hurt the rock's neck' when you twist his head. Look out too for 'Hey jabroni', 'You can't hurt the people's champ' and 'The rock smells trash'. Other grapplers include Stone Cold Steve Austin ('That's the bottom line'), Big Show ('It's show time') and The Undertaker ('You're smashing the Lord of Darkness').

PSA PLAY 120

Now here's a weird one. The Nike PSA Play 120 is a watch with a built-in personal stereo. Using a PC, you can download up to two hours of music onto the watch from CDs or the Internet, plug in your headphones and listen away. The PSA never skips tracks or whirrs annoyingly in the middle of your fave choon, so it's ace for jogging. Startling innovation or technology for its own sake? You decide, but at £269 a throw it certainly isn't cheap...





Shoot-'em-up fans rave about R-Type DX. Find it second hand and you can get it for around £14.99.



HANDS ON!

Wanna know what's top and what's smeg? Check out our guide to almost every Game Boy Color game currently doing the rounds...

1942 70%	720° 40%	ALFRED'S ADVENTURE 86%	ALL-STAR BASEBALL 2000 75%	ALL-STAR BASEBALL 2001 76%	ALL-STAR TENNIS 2000 80%	ANTZ 79%
ARMORINES: PROJECT SWARM 60%	ARMY MEN 76%	ARMY MEN 2 82%	ASTERIX: SEARCH FOR DOGMATIX 64%	ASTEROIDS 80%	AUSTIN POWERS: ON BEHAVE 30%	AUSTIN POWERS: WELCOME... <i>Doctor Evil 2000</i> 22%
AZURE DREAMS 67%	BABE AND FRIENDS <i>Babe and Friends - Part Game</i> 68%	BALLISTIC 80%	BARBIE FASHION PACK GAMES 50%	BARBIE: OCEAN DISCOVERY 60%	BASS MASTERS CLASSIC 53%	BATTLESHIP 70%
BATTLETANX 38%	BEAUTY AND THE BEAST 58%	BILLY BOB'S HUNTIN' & FISHERY 80%	BLACK BASS LURE FISHING <i>Black Bass Lure Fishing</i> 45%	BLASTER MASTER: ENEMY BELOW 67%	BOARDER ZONE 73%	BUBBLE BOBBLE CLASSIC 90%
BUGS AND LOLA 70%	BUG'S LIFE: A 49%	BUGS BUNNY IN CRAZY CASTLE 3 73%	BUGS BUNNY IN CRAZY CASTLE 4 78%	BUST-A-MOVE 4 91%	CAESAR'S PALACE 2 27%	CARMAGEDDON 35%
CASPER 59%	CATWOMAN 40%	CATZ/DOGZ 43%	CENTIPEDE <i>CENTIPEDE</i> 60%	CHASE HQ: SECRET POLICE 70%	CHESSMASTER, THE 89%	CONKER'S POCKET TALES 80%
CONSTRUCTION ZONE 19%	COOL BRICKS 82%	CRAZY BIKERS 85%	CROC 40%	CROSS COUNTRY RACING 39%	DAFFY DUCK: FOUL PLAY 67%	DAIKATANA 93%
DAVID O'LEARY TOTAL SOCCER 88%	DÉJÀ VU I & II 87%	DISNEY'S DINOSAUR 43%	DRAGON WARRIOR MONSTERS 91%	DRIVER 88%	DROPZONE 83%	DUKE NUKEM 70%



Want a blast from the past? That old classic Space Invaders will only set you back a penny shy of £13.



BARTHORMA JIM: MENACE TO THE GALAXY
75%

ECW Hardcore Revolution
30%

EVEL KNIEVEL
73%

F1 RACING CHAMPIONSHIP
76%

F1 WORLD GRAND PRIX
65%

F-18 THUNDERSTRIKE
49%

FIFA 2000
20%

FINAL FANTASY ADVENTURE
96%

FORMULA ONE 2000
59%

FROGGER
80%

GAME & WATCH GALLERY 2
88%

GAME & WATCH GALLERY 3
90%

GAMES FRENZY
40%

GEX: ENTER THE GECKO
82%

GEX 3: DEEP POCKET GECKO
80%

GODZILLA: THE SERIES
60%

GHOSTS 'N' GOBLINS
85%

GOLDEN GOAL
70%

in focus

GAME & WATCH GALLERY 3

Compilation

This little package features classic and updated versions of five old LCD pocket games, including Donkey Kong Jr and Mario Bros. Sure they're simple, but they bring back soooooo many memories...



in focus

GEX: DEEP POCKET GECKO

Platform Game

This little number takes everyone's fave lizard onto the small screen without losing any of his subtle charms. His tail-flicking, tongue-grabbing antics are there, and all brilliantly animated. A very credible platformer indeed.

GAME BOY COLOR GEX 3: DEEP POCKET GECKO
80%

GRAND THEFT AUTO
89%

HEROES OF MIGHT AND MAGIC
87%

HEXCITE
80%

HOLLYWOOD PINBALL
59%

HOT WHEELS STUNT TRACK DRIVER
47%

HYPE THE TIME QUEST
78%

INTERNATIONAL KARATE 2000
89%

ISS PRO '99
74%

JIM HENSON'S MUPPETS
49%

JOUST/DEFENDER
88%

KEN GRIFFEY JR'S SLUGFEST
45%

KLAX
89%

KLUSTER
67%

KNOCKOUT KINGS
89%

KONAMI GB COL VOL 1
73%

KONAMI GB COL VOL 2
80%

KONAMI GB COL VOL 3
75%

KONAMI GB COL VOL 4
70%

LE MANS 24 HOURS
42%

LEMINGS!
93%

LOGICAL
67%

LOONEY TUNES
70%

LOONEY TOONS! CARROT CRAZY
80%

LOONEY TOONS COLL: MARTIAN ALERT
87%

in focus

KONAMI GB COLLECTIONS VOL 1 & 2

Compilations

The games included in the first two Konami collections are:
Vol 1: Castlevania, Gadius, Probotector, Konami Racing.
Vol 2: Parodius, Block Game, Track & Field, Frogger.



MADDEN NFL 2000
78%

MAGICAL DROP
68%

MAGICAL TETRIS CHALLENGE
80%

MARBLE MADNESS
19%

MARIO GOLF
96%

MASK OF ZORRO
40%

MEN IN BLACK
27%

METAL GEAR SOLID
95%

MICKEY'S RACING ADVENTURE
83%

MICRO MACHINES 1 & 2: TWIN TURBO
90%

MICROSOFT PUZZLE COLLECTION
40%

MISSILE COMMAND
50%



After a copy of Chessmaster? On the second-hand shelves, you can get it for £12.99.



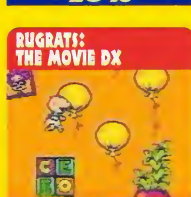
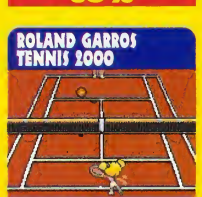
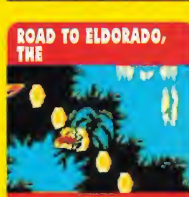
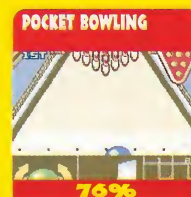
in focus



MISSION: IMPOSSIBLE

Action Game

This one features great graphics and animation, but it's blimmin' hard. Completing a level is satisfying, but it's really only recommended for the hardcores who whiz through their games with ease.



in focus

QIX ADVENTURE

Retro Update

Qix was always a classy little number. Its land-grabbing antics thrilled at the dawn of videogames, and this classy updates with original and additional modes, proves there's life in the old dog yet.





Looking for Klax? This old Atari classic comes in at £12.99, second hand.

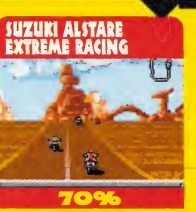
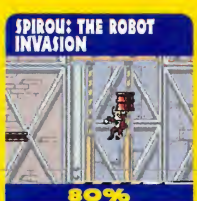
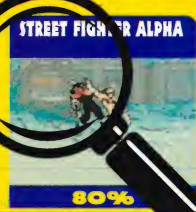


in focus

STREET FIGHTER ALPHA

Beat-'em-up

This game goes toe to toe with International Karate 2000 for the title of the best Game Boy fighter on the shelves. It's converted to the two-button Game Boy surprisingly well, with a tap for a fast attack and a long press for a strong blow.

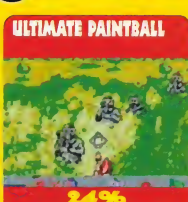
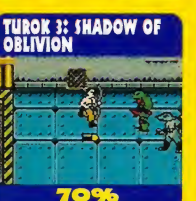
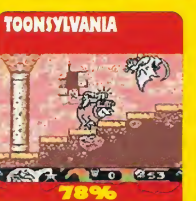
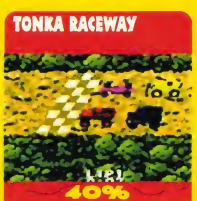
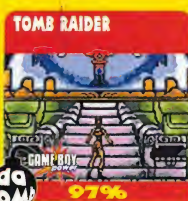


in focus

STAR WARS EP 1: RACER

Driving Game

The top-down perspective makes this one a very satisfying racer. Graphical prowess is traded for speed, and winning your foe's pods gives a good sense of progression. Pity you only race one opponent at a time, though...

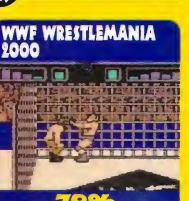


in focus

YODA STORIES

Action Game

This game gets just about everything wrong. Lousy graphics, terrible animation, embarrassing gameplay and controls that are shot to ribbons. It's a complete joke, and one of the worst Game Boy games ever.





XPLODER^{GB}

xplosion

XPLODER^{GB}

BLAZE

XPLODER^{GB}
CODES
THE LATEST XPLODER GREAT CODES
0900 7779757
LIMITED TIME ONLY! CALL TODAY! CALLS COST 50P PER MINUTE UK ONLY

It's not the Game Boy's best-selling peripheral for nothing! The Blaze Xploder is one handsome piece of kit, giving you the chance to bust open your fave games using the codes printed every month in Game Boy Power, on the Blaze hotline (0900 7779757) and on the Xploder web site (www.Xploder.net). Don't delay - cheat today...



POKÉMON PINBALL

Infinite balls/rounds
0D289DED
Infinite Again Mode
0D60D4ED
Infinite time (Catch 'em Mode)
0D263E96
Infinite dual Pikachu kickback
0D4AE896
A lot of points each round
0D268DED
Ball saver is always on
0D2049ED
0D20BDED
0D202CED
0D20A1ED
Always have Pokéball
0D221EED
Always have Great Pokéball
0D231EED
Always have Ultra Pokéball
0D241EED
Always have Master Pokéball
0D261EED
Always catch Pokémon:
Bulbasaur
0D210B96
Ivysaur
0D220B96
Venusaur
0D230B96
Charmander
0D240B96
Charmeleon
0D260B96
Charizard
0D260B96
Squirtle
0D270B96

Wartortle
0D280B96
Blastoise
0D290B96
Caterpie
0D2A0B96
Metabod
0D2B0B96
Butterfree
0D2C0B96
Weedle
0D2D0B96
Kakuna
0D2E0B96
Beedrill
0D2F0B96
Pidgey
0D300B96
Pigeotto
0D310B96
Pigeot
0D320B96
Rattata
0D330B96
Raticate
0D340B96
Spearow
0D350B96
Fearow
0D360B96
Ekans
0D370B96
Arbok
0D380B96
Pikachu
0D390B96
Raichu
0D3A0B96
Sandshrew
0D3B0B96
Sandslash
0D3C0B96
Nidoran (F)
0D3D0B96
Nidorina
0D3E0B96
Nidoqueen
0D3F0B96
Nidoran (M)
0D400B96
Nidorino
0D410B96
Nidoking
0D420B96
Clefairy
0D430B96

Clefable
0D440B96
Vulpix
0D450B96
Ninetales
0D460B96
Jigglypuff
0D470B96
Wigglytuff
0D480B96
Zubat
0D490B96
Golbat
0D4A0B96
Oddish
0D4B0B96
Gloom
0D4C0B96
Vileplume
0D4D0B96
Paras
0D4E0B96
Parasect
0D4F0B96
Venomant
0D500B96
Venomoth
0D510B96
Diglett
0D520B96
Dugtrio
0D530B96
Meowth
0D540B96
Persian
0D550B96
Psyduck
0D560B96
Golduck
0D570B96
Mankey
0D580B96
Primeape
0D590B96
Growlithe
0D5A0B96
Arcanine
0D5B0B96
Poliwag
0D5C0B96
Polwhirl
0D5D0B96
Poliwrath
0D5E0B96
Abra
0D5F0B96

Kadabra
0D600B96
Alakazam
0D610B96
Machop
0D620B96
Machoke
0D630B96
Machop
0D640B96
Bellsprout
0D650B96
Weepinbell
0D660B96
Victreebell
0D670B96
Tentacool
0D680B96
Tentacruel
0D690B96
Geodude
0D6A0B96
Graveler
0D6B0B96
Golem
0D6C0B96
Ponyta
0D6D0B96
Rapidash
0D6E0B96
Slowpoke
0D6F0B96
Slowbro
0D700B96
Magnemite
0D710B96
Magneton
0D720B96
Farfetch'd
0D730B96
Doduo
0D740B96

Dodrio
0D750B96
Seel
0D760B96
Dewgong
0D770B96
Grimer
0D780B96
Muk
0D790B96
Shelder
0D7A0B96
Cloyster
0D7B0B96
Gastly
0D7C0B96
Haunter
0D7D0B96
Gengar
0D7E0B96
Onix
0D7F0B96
Drowzee
0D800B96
Hypno
0D810B96
Krabby
0D820B96
Kingler
0D830B96
Voltorb
0D840B96
Electrode
0D850B96
Exeggcute
0D860B96
Exeggutor
0D870B96
Cubone
0D880B96
Marowak
0D890B96

Hitmonlee
0D8A0B96
Hitmoncham
0D8B0B96
Lickitung
0D8C0B96
Koffing
0D8D0B96
Weezing
0D8E0B96
Rhyhorn
0D8F0B96
Rhydon
0D900B96
Chansey
0D910B96
Tangela
0D920B96
Kangaskhan
0D930B96
Onix
0D940B96
Seadra
0D950B96
Goleen
0D960B96
Seaking
0D970B96
Staryu
0D980B96
Starmie
0D990B96
Mr Mime
0D9A0B96
Scyther
0D9B0B96
Jynx
0D9C0B96
Electabuzz
0D9D0B96
Magmar
0D9E0B96

Pinsir
0D9F0B96
Tauros
0DA00B96
Magikarp
0DA10B96
Gyarados
0DA20B96
Lapras
0DA30B96
Ditto
0DA40B96
Eevee
0DA50B96
Vaporeon
0DA60B96
Jolteon
0DA70B96
Flareon
0DA80B96
Porygon
0DA90B96
Omanyte
0DA10B96
Omastar
0DAB0B96
Kabuto
0DAC0B96
Kabutops
0DAD0B96
Aerodactyl
0DAE0B96
Snorlax
0DAF0B96
Articuno
0DB00B96
Zapdos
0DB10B96
Moltres
0DB20B96
Dratini
0DB30B96

Dragonair
0DB40B96
Dragonite
0DB50B96
Mewtwo
0DB60B96
Mew (Note)
0DB70B96
Note: Mew will be announced as 'not caught' at the result screen, but you will have it in your Pokedex.

PERFECT DARK

Infinite health
0D488B6E
Infinite Falcon 2 ammo
0D2B677E
Infinite MG1-16G ammo
0D305C7E
Fire Shotgun ammo
0D216A6E
Fire RailGun ammo
0D226A6E
Fire MG1 ammo
0D236A6E
Fire MP ammo
0D246A6E
Note: Game crashes very easy with these codes.



BLAZE XPLODER BONANZA!

It's time for a Blaze bumper bag once more, with an Xploder cart, a Flexilight, a Light Magnifier, an AC Adapter/Power Pack, Link Cable and Stand-Alone Power Pack up for grabs. If you want to win (and who doesn't?), just answer this simple question:

What's the number of Blaze's Xploder telephone hotline (check the top of the page for clues)?

Answers on a postcard to: Xploder Competition, Game Boy Power, 22 Strand Street, Poole, Dorset BH14 1SB. Entries which arrive after December 10th will be rolled into tubes, painted red and disguised as dynamite.

CUT OUT 'N' CHEAT!

Fed up with spending hours looking through your magazine collection for a cheat you saw three months ago? Worry no longer! With

Game Boy Power's collectable cheat cards, all the help you ever need is right at your fingertips. Just cut out the coupon and keep them inside your

game box. If you haven't got the game, keep it handy anyway - you never know what you'll get for Christmas!

Nintendo

GAMEBOY COLOR



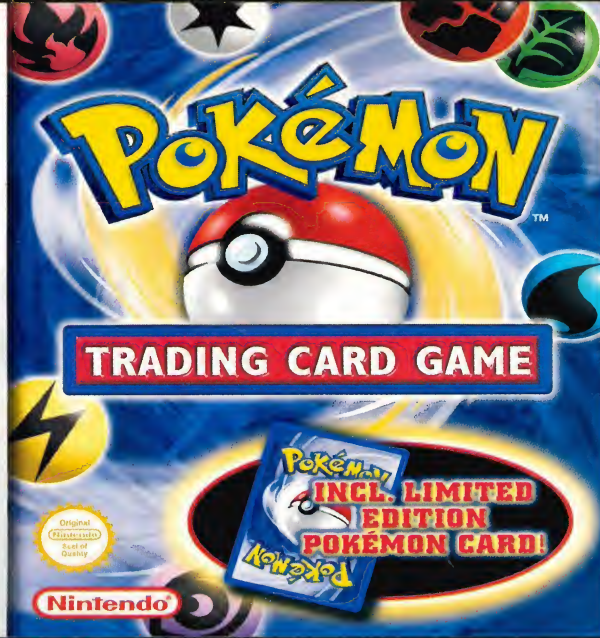
grand auto theft

Original Nintendo Seal of Quality

Nintendo

Nintendo

GAMEBOY COLOR



POKÉMON

TRADING CARD GAME

INCL. LIMITED EDITION POKÉMON CARD!

Original Nintendo Seal of Quality

Nintendo

GAMEBOY COLOR



V-RALLY

CHAMPIONSHIP EDITION

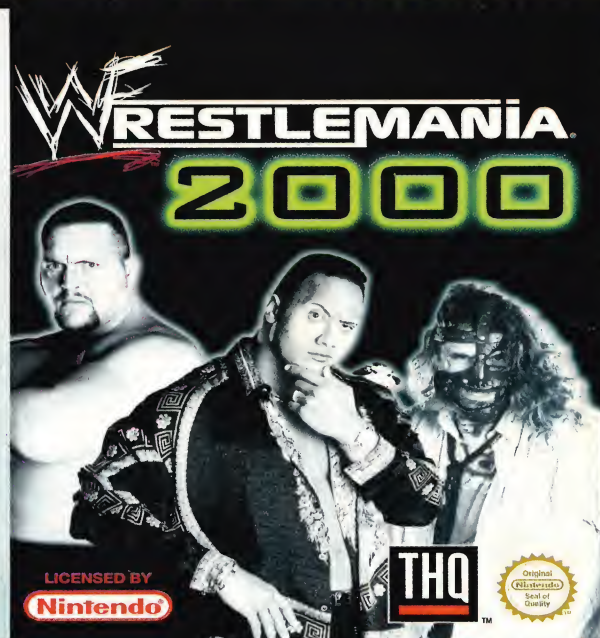
ORIGINAL GAME BOY GAME PAK

ocean

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GAMEBOY COLOR



WRESTLEMANIA

2000


LICENSED BY Nintendo

THQ

Original Nintendo Seal of Quality

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GAMEBOY COLOR




WACKY RACES

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GAMEBOY COLOR



X-MEN

MUTANT ACADEMY

LICENSED BY Nintendo

MARVEL ACTIVISION

ONLY FOR GAMEBOY COLOR

GAME BOY *power*

POKÉMON TRADING CARD GAME

get A promo Lv. 9 Slowpoke

Take 59 Energy cards and one basic Pokémon and make a deck with them. Select the deck as your duelling deck, then go talk to the boy in the Fire Club. He asks for your unused Energy cards. Agree or he leaves, never to return.

infinite energy cards

If you are low on energy cards and need more, go back to Dr Ooyama's lab. There fight Mikasa (the man you fought at the start) and fight him over and again. You get two boosters full of energy cards each time.



GAME BOY *power*

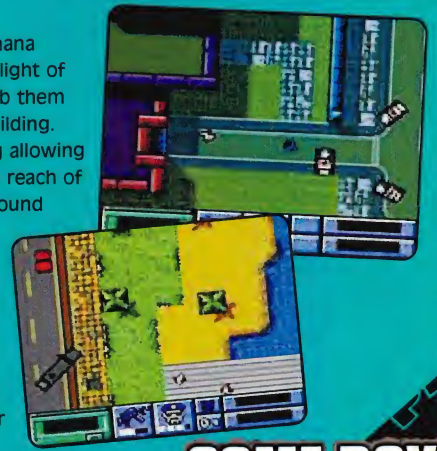
GRAND THEFT AUTO

Above the ground

Look for the hospital in North Banana Grove in Vice City. There's a tiny flight of stairs on the north end of it. Climb them and walk over the edge of the building. You can now exercise a game bug allowing you to walk anywhere, out of the reach of the cops. To get back down to ground level, use any set of stairs.

Access All Levels

Another game bug allows you to skip levels. When you lose your last life on a level on which you're stuck, press and hold A on the stats screen and turn off your Game Boy when you get to the main screen. When you switch on again, you start at the next level.



GAME BOY *power*

WWF WRESTLEMANIA 2000

passwords

Billy GunnPJHI
Road DoggPJHT
Val VenisPJKB
Jeff JarrettPJKB
Shawn MichaelsPJM6
Big Boss ManPJNI9
Ken ShamrockPJRW
The Big ShowPJSS
Shawn MichaelsPJJWZ
Triple-HPJXC
X-Pac/Ken ShamrockPJZX
Steve AustinPJ18
UndertakerPJ3P
KanePJ59
The RockPJ7N
MankindPJIC
KanePKBY
The Big ShowPKDY

steve austin

Ken ShamrockCSD7
Jeff JarrettCSGQ
Road DoggCSK8
X-PacCSL3
Billy GunnCSP6
Val VenisCSQS
Big Boss ManCSTP

X-PacCSVV
Triple-HCSX9
Shawn Michaels/
Val VenisCSOT
Big ShowCS25
KaneCS4L
MankindCS66
The RockCS8K
The UndertakerCS19
MankindCTCV
Big Boss ManCTFV

the rock

Ken ShamrockFSDM
Jeff JarrettFSH4
Road DoggFSKN
X-PacFSLH
Mr. AssFSPL
Val VenisFSR6
Big BossmanFSS3
X-PacFSW9
Triple-HFSXP
Shawn MichaelsFS27
Big ShowFS2K
KaneFS30
MankindFS6L
UndertakerFS7Z
Steve AustinFS1P

MankindFTB8
Big Boss ManFTD8

undertaker

Val Venis2BDM
Road Dogg2BH4
X-Pac2BKN
Billy Gunn2BLH
Ken Shamrock2BPL
Big Boss Man2BRN
Shawn Michaels2BS3
Billy Gunn2BW9
Triple-H2BKP
Kane2B2K
The Big Show2B30
Mankind2B6L
The Rock2B7Z
Steve Austin2B1P
Mankind2CB8
Shawn Michaels2CD8

GAME BOY *power*

V-RALLY EDITION 99

Hard difficulty tracks

Enter FOOD as a password.

Medium difficulty tracks

Enter FAST as a password.



GAME BOY *power*

X-MEN: MUTANT ACADEMY

unlock hidden characters

To unlock Phoenix at the title screen press ↓, →, ↓, ↑, ←, →, B, A

To unlock Apocalypse at the title screen press →, ←, ↑, ↓, ←, ↑, B, A



GAME BOY *power*

WACKY RACES

unlock All tracks and characters

From the Main Menu, enter the Options Menu and select Password, then enter MUTTLEY to unlock all characters and Tracks.



GAME BOY *power*

along the yellow line • cut along the yellow line • cut along the yellow line • cut along the yellow line • cut along the yellow line

GAME BOY ^{COLOR}



Ni Shock

GAME BOY ^{COLOR}



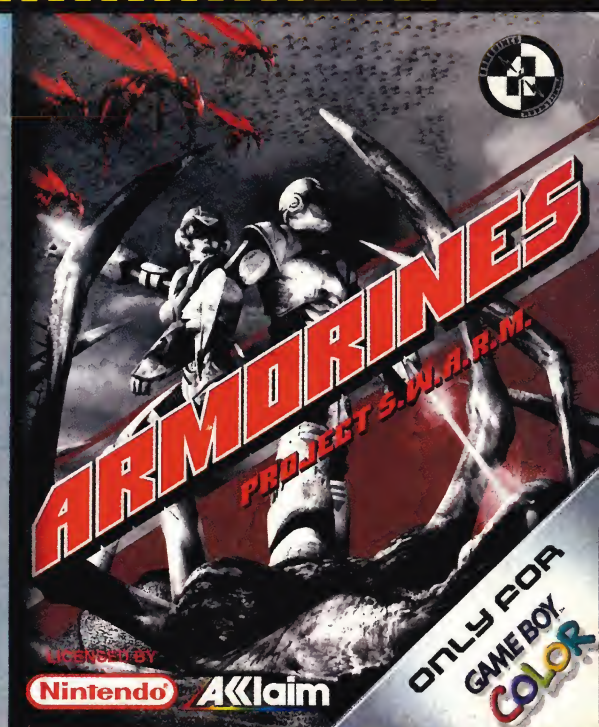
SHADOW OF OBLIVION

GAME BOY ^{COLOR}



YOSHI'S
COOKIE

GAME BOY ^{COLOR}



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ONLY FOR
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Nintendo

GAME BOY TM



GAME BOY

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COLOR

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COLOR

TUROK 3

cheats

These are entered into the password screen.
 Unlimited Ammo ZXLCPMZ
 Unlimited Lives FJVHDCX
 Skip Level XCDSDFS

Level passwords

easy
 Map 2 SDFLMFS
 Map 3 DVLFZDM
 Map 4 VFDSGPD
 Map 5 CSDJKFD

Medium

Map 2 VLXCZVF
 Map 3 DPSCVX
 Map 4 ZMGFSCM
 Map 5 HWKLFYS

hard

Map 2 CJSDFSP
 Map 3 CMSDKCD
 Map 4 SPFPWLD
 Map 5 TPDFQGB



GAME BOY
power

HARVEST MOON

cool cow

When naming your first cow, start its name with a heart symbol and it gives good milk and grows fast.

infinite egg

Wait until one of your chickens lays an egg directly above the shipping box. Water the egg and it turns into a block. Now pick up the 'egg', and you have infinite eggs and pots of money.

the name game

Use a capital for the first letter of your name to grow egg plants and carrots. Leave it small to grow peanuts and broccoli. To grow all of the above, make the first letter of your name begin with a symbol, such as a heart.



GAME BOY
power

ARMORINES: PROJECT SWARM

cheat Mode

Enter BBBB as a password.

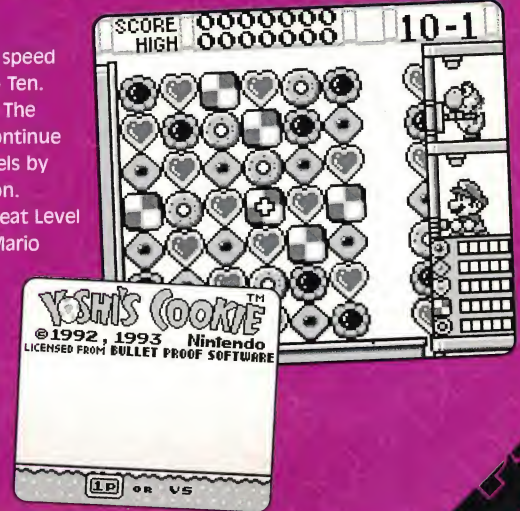


GAME BOY
power

YOSHI'S COOKIE

extra Levels

Set the music to off, the speed to High and the round to Ten. Hold ↑ and press Select. The round now reads '11'. Continue to advance to higher levels by pressing the Select button. Alternatively, after you beat Level Ten, it shows Yoshi and Mario playing with that bouncing ball. You are eventually shown the credits, shown every cookie, and then the ball bounces back and forth across the screen while the background music plays. If you wait long enough, you get a code which allows you to get to Levels 11 through 99.



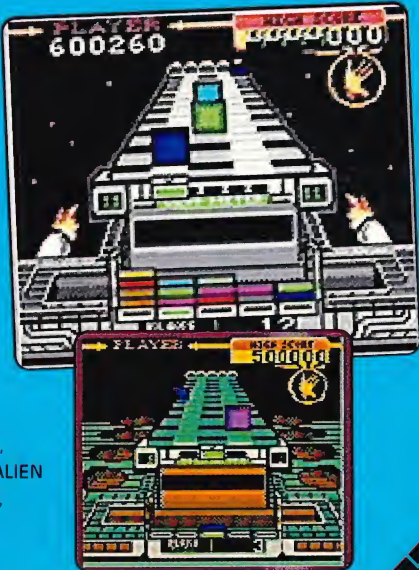
GAME BOY
power

KLAX

cheat codes

To activate a cheat, enter the codes below.

Furd Herder Mini-Game GREEN ALIEN, GREEN ALIEN, SQUARE, GREEN ALIEN
 Klax History YELLOW ALIEN, PILLAR, PILLAR, GREEN ALIEN
 Klax Myth SQUARE, PILLAR, DIAMOND, GREEN ALIEN
 Snake Mini-Game CIRCLE, DIAMOND, SQUARE, GREEN ALIEN
 View Credits PILLAR, YELLOW ALIEN, DIAMOND, DIAMOND.
 View Programmers GREEN ALIEN, GREEN ALIEN, CIRCLE, SQUARE



GAME BOY
power

GAME BOY COLOR

choose your colour

This trick works for all non-Color games used on the Game Boy Color. First insert the cartridge. Turn on the machine to see the Game Boy Color logo. On this screen, quickly tap various buttons to change the game's colour. Use ↑, →, ↓, or ←, or hold B and press either ↑, →, ↓, or ←.



GAME BOY
power

cut along the yellow line



cut along the yellow line • cut along the yellow line • cut along the yellow line • cut along the yellow line • cut along the yellow line • cut along the yellow line

fold along the vertical line

INSTRUCTIONS

- 1:** Cut the solutions guide from your copy of GAME BOY POWER...
- 2:** Fold down the dotted line...
- 3:** ...and jeeepers! You've got a complete solutions book!

gotta collect 'em all!

Every issue Game Boy Power brings you an exclusive tips book, busting a Game Boy classic wide open. Over the months, this builds into an incredible library of exciting Game Boy solutions guides, taking you through the latest and greatest carts on the undisputed king of hand-helds. Make sure you never miss an issue, and you'll never be stuck again!

Still not caught 'em all? Frantically searching for that elusive polyway or that hard-to-find Lapras? Now's your chance to finally catch 'em all with Game Boy Power's exclusive Busted guide to capturing every Pokémon in the game...

Where to catch 'em all!™

NOW YOU CAN CATCH 'EM ALL!

Yeah, you know you gotta catch 'em all, but where are they? We know, and we've put together

this ace player's guide especially for Game Boy Power readers. Now you know where to find every single pokémon. We've also listed the technical and Hidden Machines each pocket monster can use.

Some pokémon are listed as being 'not in Yellow'. Why? Because although they can be spotted as you explore, and therefore added to your Pokédex, you can't catch 'em in this version of the game. These can only be caught in the Blue and Red games, so to get them in Yellow you must link your Game Boy to another and swap for 'em.

Finally, you can never get Menu, the 151st pokémon, by capturing it Pokémon Yellow. You can't even spot it in the game. Nor is it in Red or Blue. So how do you catch it? There are two ways - if you took your Game Boy and your copy of Pokémon Yellow to a Nintendo Pokémon Championship event you could've downloaded it. If you missed the Championships, you can swap it with a friend who already has Menu, or (and this is the easiest way) buy a Blaze Xploder cartridge and key in the Menu Code.

So what are you waiting for? Get those Pokéballs rolling...



fold along the vertical line

145 ZAPDOS

(Electric/Flying)

Spotted
 caught

Found: Power Plant

Evolution: N/A

TMs: 2, 4, 6, 9, 10, 15, 20, 24, 25, 31, 32, 33, 34, 39, 43, 44, 45, 50

HMs: 2, 5

Abilities:

Thunder Shock (Electric)	N/A
Drill Peck (Flying)	N/A
Thunder (Electric)	Level 35
Agility (Psychic)	Level 35
Light Screen (Psychic)	Level 60

146 MOLTRES

(Fire/Flying)

Spotted
 caught

Found: Victory Road

Evolution: N/A

TMs: 2, 4, 6, 9, 10, 15, 20, 31, 32, 33, 34, 38, 39, 43, 44, 50

HMs: 2

Abilities:

Peck (Flying)	N/A
Fire Spin (Fire)	Level 55
Leer (Normal)	Level 55
Agility (Psychic)	Level 55
Sky Attack (Flying)	Level 60

147 DRATINI

(Dragon)

Spotted
 caught

Found: Safari Zone (must be fished for)

Evolution: Dragonair (Level 30)

TMs: 6, 8, 9, 10, 11, 12, 13, 14, 15, 20, 23, 24, 25, 31, 32, 33, 34, 38, 39, 40, 44, 45, 50

HMs: 3

Abilities:

Wrap (Normal)	N/A
Leer (Normal)	N/A
Leer (Normal)	N/A
Agility (Psychic)	Level 20
Dragon Rage (Dragon)	Level 40
Hyper Beam (Normal)	Level 50

148 DRAGONAIR

(Dragon)

Spotted
 caught

Found: Safari Zone

Evolution: Dragonite (Level 35)

TMs: 6, 7, 8, 9, 11, 12, 13, 14, 15, 20, 23, 24, 25, 31, 32, 33, 34, 38, 39, 40, 44, 45, 50

HMs: 3

Abilities:

Wrap (Normal)	N/A
Leer (Normal)	N/A
Thunder Wave (Electric)	N/A
Agility (Psychic)	Level 35
Slam (Normal)	Level 55
Dragon Rage (Dragon)	Level 55
Hyper Beam (Normal)	Level 55

149 DRAGONITE

(Dragon/Flying)

Spotted
 caught

Found: Evolution

Evolution: N/A

TMs: 2, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 20, 23, 24, 25, 31, 32, 33, 34, 38, 39, 40, 44, 45, 50

HMs: 3, 4

Abilities:

Wrap (Normal)	N/A
Leer (Normal)	N/A
Thunder Wave (Electric)	N/A
Agility (Psychic)	N/A
Slam (Normal)	N/A
Dragon Rage (Dragon)	N/A
Hyper Beam (Normal)	Level 60

150 MAEWYWO

(Psychic)

Spotted
 caught

Found: Unknown Dungeon

Evolution: N/A

TMs: 1, 5, 6, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 22, 24, 25, 29, 30, 31, 32, 33, 34, 35, 36, 38, 40, 44, 45, 46, 49, 50

HMs: 4, 5

Abilities:

Confusion (Psychic)	N/A
Disable (Normal)	N/A
Swift (Normal)	N/A
Barrier (Psychic)	N/A
Psychic (Psychic)	N/A
Recover (Psychic)	N/A
Must Reel (Psychic)	Level 87
Amnesia (Psychic)	Level 87

151 MEW

(Psychic)

Spotted
 caught

Found: Use a Game Shark or Download

Evolution: N/A

TMs: ALL

HMs: ALL

Abilities:

Form Change (Normal)	Level 10
Mega Punch (Normal)	Level 20
Mega Punch (Normal)	Level 30
Psychic (Psychic)	Level 40

POKÉMON YELLOW CHEATS

Bulbasaur can be found at Cerulean City, near the Pokéceneter. **Charmander** can be found at Route 24 N.W. Farfetch'd can be found on Routes 12 and 13. **Magnemite** can be found in grass before the rock tunnel entrance. Get the Thunder Badge on SS. St. Anne, then go to Vermillion City to find Squirtle.

ARCTICUNO, ZAPDOS, AND MOLTRES

When you have reached the mystical bird (Arcticulo, zapdos, and Moltres), save the game before going into battle. This will allow you to restart, if you knock them out or run away.

catch wild pokémon easily: When in battle against a wild pokémon throw the pokéball at the pokémon, then just as it explodes, press and hold the 'B' button. Then the pokémon should be yours!

This cheat does not work, all the time!

PIKACHU SURFING MINI-GAME

The Pokémon Stadium game on the Nintendo 64 is required for this trick. Complete the tournament mode on Pokémon Stadium without using any rented pokémon. Then, transfer Pikachu to the Pokémon: Yellow Edition cartridge to play the Pikachu-surfing mini-game.

PRINTING POKÉMON

Your Pokémon can be printed at the Pokémon Club in Vermillion City.

defeating Brock

Catch a caterpie in Viridian Forest. Advance it to Level Seven and he will evolve into a Metapod. Advance it to Level 11 and it will evolve into a Butterfree. Butterfree can beat JR. Trainer and Geodude. Butterfree will have to be at least Level 13 before it can beat Brock. Note: Use your Pikachu's tail whip to lower their defence.



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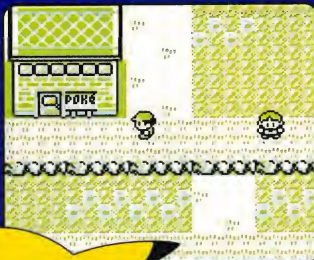
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CLASSIC GAME REVISITED

POKÉMON RED & BLUE

These aren't just games, they're legends! It's unbelievable how they've caught the gamers' imaginations and created a new phenomenon. But what makes them so popular? To be frank, there are as many answers to that question as there are Pokémon Masters. Some point to the collecting aspects of the game, seeking out that elusive

Pokémon and adding it to your Pokédex. There's nothing more satisfying than tracking down a mysterious monster that's eluded you for ages, finally trapping it in your Pokéball and adding it to your collection. Other Masters point to the swapping aspect of the game. If you have a Pokémon your friend hasn't, you can trade it for a monster you've yet to find yourself. Indeed, as some creatures can only be found in one cart or the other, this is essential if you're to get all 151 Pokémon.



Yet more Masters argue the fighting aspect is the game's chief quality. You get a real sense of pride when the Pokéteam you've lovingly nurtured and trained take out the enemy squad and win you a badge. It's a real tribute to your skills and genuine edge-of-your-seat stuff. Maybe they're all wrong and it's

the adventure aspect of the game that's the key to its success. Everyone loves those 'on safari' wildlife programmes where they go into the jungle and film the animals. *Pokémon Red/Blue* is like making your own, exploring the terrain, learning about the various Pokémon's habits in order to track them down. Whatever it is, there's one thing on which all Pokémon Masters agree. *Pokémon Red* and *Blue* are truly classic games.



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THE
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MEN
ARE
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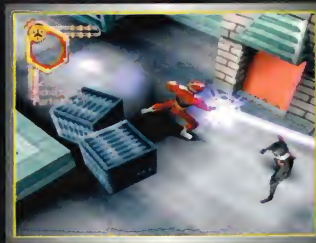
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